

**For space is dark
... and full of terrors**



NEW HORIZON
Campaign Pack MB

NEW HORIZON

Campaign Pack MB2.2

New Horizon is a game about humanity's spread into our solar system and the horrors we discover as we go there. It is an exciting mix of Blade Runner universe, Aliens movies, Lovecraftian horror and hard science-fiction.

The scope of New Horizon is contained to a fantastical setting that is still familiar to us – our solar system, from Mercury out to the frontier of the Kuiper Belt. Earth is still the center of the universe, home to all mankind, but millions of people dwell in colonies and space stations spread throughout the solar system and beyond. Spaceships travel between the worlds, using technology that propels them from world to world in a matter of weeks or months, instead of years.

Despite the fact that the nations of the solar system are united in a way never before thought possible, the vast distances that separate the colonies of humanity create a sense of isolation. The journeys through the black are long and lonely. There are many who find this isolation difficult to deal with, especially given the things that now roam in the dark.

Horror takes many forms. It is the uncertainty of survival, the suspense of finding malevolent things among the stars, and fear of the unknown. It is the dread of facing Things That Should Not Be, the revulsion when encountering alien things, and the sickening realization of the wrong and ghastly things that humans are capable of doing to themselves and each other. Horror also arises both from the comprehension that there are scary things beyond our understanding inhabiting our universe and that humanity may be its own worst enemy. Despite all of the technological tools and advances available, they still face terrors like losing control of their own identities, their perceptions, and their mental faculties— not to mention their future as a species.

New Horizon is a couple hundred years into the future. In terms of its influences, the setting is approximately equivalent to the technology presented in such movies as Total Recall, After Earth, Outland, Starship Trooper, Avatar, Elysium, Predator, Doom, Pandorum, Event Horizon or The Expanse TV series.

FOR MATURE AUDIENCES ONLY

This book is intended for mature readers. It contains dark and disturbing content and images. Reader discretion is advised.



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Myth(os) Busters

A New Horizon campaign in five acts for civilian adventurers

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INTRODUCTION

BOOK STRUCTURE

If you are intending to play in this campaign, please do not read any further! From here on, this book is for the Keeper's eyes only.

The original Myth(os) Busters campaign was written from spring 2004 to summer 2006 and is set in a 'traditional' investigative Call of Cthulhu style. The campaign is divided into four core chapters, each focusing on a different locale.

Fragmented Sanity: Mars (Viking city)

Cuts out the majority of Earth-based investigations and moves the action directly to Mars where a Lesser Outer God, Azhorra-Tha was imprisoned aeons ago.

The Chaos Iteration: Earth (Arkham)

The adventure starts with a plea for help from a hacker friend of the Investigators. If they respond, they will soon be drawn into a web of intrigue, involving industrial espionage and a group of Nyarlathotep cultists.

Inheritance: Proxima Centauri (Prox)

The adventure begins with the death of a distant relative of an investigator. The Investigators will be drawn into an investigation into the circumstances surrounding the relative's death, which will involve interstellar travel to the Federal colonies, and a deadly confrontation with a dark cult known as the 'Second Church of Ashago'.

Sins Of The Flesh: Earth (Tangiers)

The adventure begins by introducing the Investigators to an organisation called 'The Sutton Institute'. Then, the Investigators will find themselves entering the seedy underbelly of Federal society, face to face with vice, human traffickers and a confrontation with an avatar of the Great Old One Y'gononac.

The Post Modernists: Terra Nova (Epsilon Eridani)

The adventurers are assigned to a murder investigation, the victim being the youngest daughter of an Ex-colonial administrator. The local police certainly aren't calling it murder. What about the truth?

RUNNING THIS CAMPAIGN

Study the contents of this book before attempting to play through it. Players have every right to demand that the Keeper knows what's going on. By understanding the text and plot, the Keeper knows what to stress, what to skip over, what to hint at, what to dismiss, what to

threaten, what to paraphrase delicately, and what to throw at the investigators.

Know the meaning of the clues and their importance. When players ask questions, be ready to answer—getting a notebook and writing a few key notes as bullet points is a handy device (or, somewhat more sacrilegious). Confident Keepers make for happy players. Though much of the Forbidden Science is best left unknown to humanity, that warning should not apply to campaign materials.

Campaign Considerations

Myth(os) Busters will take many sessions to play through. The Keeper must bring to life different exotic locales, recreate the sensibilities of other cultures, and balance foes and friends to allow each investigator to earn their own destiny—ultimate triumph or, perhaps, madness and agonizing death.

Setting Depictions

Geographical details are incorporated into the text of the chapters. Key locations have, at least, baseline depictions and the Keeper should feel free to add in further locations as events develop. Try to avoid being pinned down to precise street names, exact distances, and unnecessary geographic fiddle-faddle.

While everything needed to play (in terms of location information) is provided, the Keeper may wish to read up about unfamiliar places via internet research.

PREPARING FOR PLAY

Having read through the campaign and gained a good understanding of the key plot and characters, the Keeper is advised to prepare each chapter prior to play. Highlight key headers and sections in the text and, perhaps, prepare memory-jogger notes of the key events, which can be referred to during play.

NPC statistics and monster profiles are gathered together at the close of each of the chapters for ease of reference. It's a good idea to copy/ print these sections out onto separate pages, allowing the Keeper to have them near at hand for quick referral and to avoid flicking back and forth through the book. Likewise, printing out the portraits of the key NPCs to show the players (perhaps sticking these on to cards or on a convenient wall next to the gaming table) may help the players to differentiate the cast of allies and villains as they go through the adventures.

FRAGMENTED SANITY

by John Ossoway

A short, introductory adventure to Cthulhu Rising NH for civilian Investigators.

Fragmented Sanity is designed to be played by a small group of investigators (2-4 being optimum), with connections to a major corporation. Cenargo Corporation is used, but Keepers should feel free to change this to suit their own campaign.

WHAT THE FUCK DO I DO NOW?

Charles Johnson is sitting in a company car. As it weaves silently through the London traffic on this cold January morning, he takes another sip of his coffee, and thinks about his forthcoming appointment.

As a junior executive with Cenargo, he is used to sudden reassignments. However, it is unusual to be called to Cenargo's central offices in London for reassignment. It is even more unusual to be summoned directly to the office of Harlan Wexler, senior executive, and head of Cenargo's Special Projects division on earth...

The car drives itself smoothly into the underground car park, and Johnson takes the elevator to the 112th floor, adjusting his tie in the mirror, and flicking a tiny speck of lint off of his collar.

The door hisses open, and a short walk brings him to Wexler's offices. He pauses at the door, and a female voice says "come in Mr Johnson" over the intercom. The door opens and he enters the outer office.

A tall, slim woman with short, dark hair approaches him - he recognises Wexler's PA, Kirsten Horne, from the brief research he was able to carry out on the way over.

Kirsten introduces herself, and gestures to the corner of the room, where there is a coffee table, some chairs, and a coffee machine.

"Please help yourself to a drink and take a seat Mr Johnson, I'll tell Mr Wexler that you're all here"

As Kirsten moves towards her desk, Johnson helps himself to a coffee, and studies the two seated men, who stare back at him over the top of their coffee cups.

The man on the left is middle aged, obviously unfit, and wears glasses - must be unable to tolerate implants - or is a real eccentric. His clothes are casual and scruffy, and he has some badly folded documents sticking out of his pocket. Research division?

The man on the right is completely different. About Johnson's age, hard and muscular with a crew cut. His Cenargo Internal Security badge is almost unnecessary.

Johnson wonders what Wexler could want with such a disparate group.

Ed Blake wonders the same as he stares at the tall, elegant executive in front of him - who looks as though

he couldn't fight his way out of a paper bag. As for the loser sitting next to him...

Dr James Richardson sips his coffee and tries to ignore the other two men. What on earth has he been dragged away from the classification of the Sigma 12 artefacts for???

"Mr Wexler will see you now" announces Miss Horne, and gestures towards the door to Wexler's office, which is just sliding open.

The three men enter - the office is large, and plush (to say the least). Behind a large desk, a sleek well-groomed man is standing, looking out of one of the vast sloping windows at the skyline of 23rd Century London, as the sun rises above the city.

Harlan Wexler turns, smiles, and gestures toward the large conference table. "Gentlemen, please take a seat."

No sooner are they sat down, than Miss Horne enters with more coffee, and a tray of pastries. Wexler indicates that they should eat while he talks...

He starts with the introductions.

Dr James Richardson - from Cenargo research division - is a Xeno-archaeologist of considerable experience. In the past he also did considerable field work, and picked up a few practical skills along the way. He has worked with Cenargo for over 20 years.

Edward Blake - Cenargo security - has worked in private paramilitary and security work all his life. His forte is what Wexler smilingly calls "muscle".

Charles Johnson - Cenargo management - is a junior executive with considerable experience in project management. His job is to lead the group and liaise and report directly to Wexler's office, through Miss Miller in the first instance.

Wexler explains the current situation.

One of Cenargo's researchers, Dr Maximillian Roe, has gone missing. He has taken with him a number of project files, which have been deleted from Cenargo's servers - all back up copies appear to have been corrupted.

Cenargo's board have authorised Director Saunders (CEO, Cenargo, Earth) to carry out a rapid investigation to try to recover Roe, and the files. This must be done as quickly and quietly as possible - before it becomes a

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Federal Police matter. Wexler has been told to assemble a small team as quickly as possible.

Wexler explains that he has arranged a (temporary) higher security clearance for them, together with a much increased drawing limit from Cenargo cash resources on their company cards. He has also asked Miss Horne to assemble a personnel file on Max Roe and make it available over the team members' FedNet portals. Wexler's view is that Roe is seeking to transfer to another corporation, and that the files will be sold or transferred as a major asset in the transfer process - he wants the files recovered, or at worst, destroyed before they fall into the hands of a rival. Success will bring considerable reward for the team, failure... well, it "...will not be career-enhancing, gentlemen. Need I say more?"

The team take their leave, and Miss Horne shows them into a side room, where she has set up FedNet portal access, and Dr Roe's personnel file...

Name:	Dr Maximillian Roe
Age:	48
Date of Birth:	April 17 2223
Place of Birth:	Austria, European Federation, Earth
Marital Status:	Unmarried
Family:	One brother, lives in United Americas
Education:	Studied languages at Oxford
Employment:	Lectured at Copernicus University, Mars for 8 years, during which time he published 2 papers on languages Has worked for Cenargo Corporation for the last 11 years. Assigned to Project Babel (classified) in July 2270. Previous assignment was Project Metaphrase, a joint project with Artificial Life Inc concerning development of its AI translation software.
Other Notes:	Travelled Sol system extensively during 20s. Took 3 month leave of absence from work in July 2270 for "nervous exhaustion". Returned to work October 2270. Arranged for temporary transfer from Cenargo's R&D unit at Oxford to Cenargo, Mars in January 2271. 36 hours ago, failed to show up for work for the third day running. His apartment is found to be empty. He still has a company apartment outside Oxford...

After briefly conferring, the team decide they should head for Oxford, to Cenargo R&D.

With their improved clearance they requisition a company car, and climbing inside, settle into chairs

around the small table, with built in FedNet access. Johnson tells the car's AI the destination, and they settle back to enjoy the ride, and talk over their tactics.

After about an hour, the car pulls up outside Cenargo R&D, Oxford.

The building is single storey, and spread over a university-like campus. The group enter through the glass doors and approach the reception desk.

Mr Johnson, all suave sophistication, charms the receptionist, and impresses her with his high level security clearance, and they are soon hustled into the office of Robin Dixon, Head of Administration.

Dixon is initially frosty, despite the Clearance level the group is using. However, after a little gentle persuasion he arranges for them to meet Roe's main colleagues on Project Babel - Professor Miko Narita, Dr Eric Svensson, and Dr Brian Bixby.

During their conversation with Dixon they learn that Roe worked mainly from home following his leave of absence, and to their surprise, that even with their current level of clearance, Project Babel remains "classified". They requisition a room, and arrange interviews with the three scientists.

Back in London, Wexler wonders whether he has picked people insignificant enough, and whether the levels of obfuscation and deniability he has built into the process will be sufficient to stand up to any serious scrutiny...

Professor Narita

is a Japanese woman in her 40s, with a 6 year work history with Cenargo. She is a software expert, and previously worked with Roe on Project Metaphrase. She recalls him as quiet, professional, and rarely talking about anything other than work. The only person she remembers him being "friends" with was a Dr Ethan Caine, who left Cenargo about 4 years ago after suffering a nervous breakdown.

Dr Svensson

is Scandinavian and in his late 50s. He is rude and surly, and his mood is not improved by a slightly threatening remark from Blake, who rapidly tires of his difficult attitude. Svensson is a sociologist who also worked on Project Metaphrase - he has had little contact with Roe since his reassignment to project Babel last year.

Dr Bixby

is a Canadian biologist in his 40s. He is nervous, thin and seems to Johnson (though not Richardson) to be socially inept. He has only been with Cenargo for about 18 months, and never worked directly with Roe. He recalls trying to strike up a conversation with Roe in the canteen after his return to work - Roe was not keen, but he remembers him saying that he "visited old friends in the United Americas" during his time off work.

A visit to Roe's office proves fruitless - it is bare and spartan, with nothing personal, and no active computer files.

Johnson decides he should pay a visit to Roe's apartment, and that it would be sensible to use the

journey time to try to follow up some of the information they have obtained over the FedNet.

The others agree. Richardson confesses that he cannot see the connection between the various apparently unrelated specialties that seem to have been involved in Project Metaphrase, and latterly, Project Babel. Johnson wonders whether Richardson is competent - of course there must be a connection... Blake simply bides his time - he believes this matter is the others' problem at present.

As the car cruises towards the corporate estate where Roe maintained his apartment, Johnson activates the FedNet portal. "Search Dr Ethan Caine, previous employee of Cenargo Corporation". After a few seconds the reply comes: Dr Ethan Caine - Current residence, 4286 Zann Stree, Arkham, Massachusetts. Currently a researcher at Miskatonic University, lecturing in ancient languages. Member of the Institute of Higher Learning.

Johnson also accesses Cenargo records regarding Caine.

Ethan Caine worked at Cenargo R&D, Oxford. In January 2267 he suffered a complete nervous breakdown, and was institutionalised for several months. He subsequently resigned from Cenargo. There is reference to Cenargo taking legal action against him later that year "to ensure confidentiality regarding sensitive commercial information" details of the action are classified. Subsequently, Caine left the European Federation to take up his current post in Arkham.

A few minutes later, the car pulls up outside Roe's apartment.

Johnson is irritated with himself - he has not arranged to have access to the apartment. With a sigh of exasperation, Blake pushes him to one side and sets to work - within a few minutes he has the door open, and they step inside. Richardson is nervous - this feels like something that could get them into trouble...

The apartment is typical corporation style - but clearly others have been there before them. Drawers are open, the bed has been stripped, the cushions from the couch are strewn across the floor. One of the windows is open, but somehow none of them think this is just a "coincidental burglary".

"Come on, let's double check the place" says Johnson, with a meaningful look at Blake as they set to work.

The search takes several hours, but disappointingly. They discover little of interest. Roe had a safe, but it is open, and contains little of interest - however it seems clear that valuables, such as a gold watch, and various electronic consumer items have not been taken - burglary seems less and less likely.

Finally, they turn their attention to Roe's FedNet portal. Blake's talents rapidly gain access to Roe's message accounts, and there are four of interest.

1 and 2 are messages from Cenargo Mars, asking why Roe hasn't been in to work, and requesting he make urgent contact.

3 is a message chasing an unpaid bill to Lyon's Bookshop in Paris, from Danielle Lyon, apparently the proprietor.

4 is an expression of concern that Roe did not attend the planned meeting with a Mr Kitano, and asking Roe to make contact on the number supplied.

Johnson keys the number given by Mr Kitano into his keypad - after a few seconds an answering message responds - "Mr Kitano is currently unavailable. Your number has been noted, and Mr Kitano will contact you when convenient. Thank you for your call". The location code of the number has been withheld.

Johnson decides that they must follow up their remaining leads, and decides to book them on the maglev to Paris. Making the arrangements from the car as they head towards the station, they try to take stock of the situation.

Blake wonders whether Kitano is contact from another corporation - but if so, why has Roe told him up?

Richardson speculates that the data Roe has taken must relate to Project Babel, but has little idea what the Project might relate to.

Johnson keeps his thoughts to himself, but is concerned by the signs of other agencies seeking Roe, and by the secrecy surrounding Babel. He hopes it is nothing that might interest more powerful forces...

Arriving at the train terminal they send the car back to the nearest Cenargo car pool, and board the maglev for Paris. As they board, Blake looks carefully for anyone tailing them, but sees nothing. Either they are not being tailed, or the tail is very good indeed...

On the way to Paris, Johnson arranges a hotel room for each of them. He also provisionally books tickets on the sub-orbital shuttle to Boston from Charles De Gaulle spaceport the following morning.

Once in Paris they check into the hotel, and freshen up, before hiring a car and heading for Lyon Books. This proves to be a traditional book shop, near the fountain St Michel. Unfortunately, it is now early evening, and the shop clearly does not open late - all the lights are off. Blake toys with suggesting a break-in, but thinks better of it. Reluctantly, they head back to the hotel, and rearrange their flight for later in the day...

At the hotel, Richardson searches the FedNet and finds that Lyon Books has a website. This confirms that the shop deal almost exclusively with old-fashioned print books, though it carries a small number of eclectic e-books. Richardson concludes that the shop deals with "new age" type material, conspiracy theory and the wilder side of "speculative science". He wonders what Roe could possibly find of interest in a shop like this - his own thoughts are derisory.

The following day, they make their way back to the shop. It is cramped and musty, with jumbles of books piled haphazardly on shelves, with stacks on the floor, and bags containing yellowing papers and magazines from days gone by.

Behind the counter is a surly looking teenage girl, dressed in techno-goth gear. Johnson signals to let him

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do the talking, and approaches - fortunately the girl speaks good English.

"Excuse me miss, we are looking for Ms Lyon?"

"What for?"

"Well, really that's something I would rather discuss with Ms Lyon (Johnson smiles at her) - now is she here, or not?"

the girl scowls - "I'll get her" - and disappears into the back of the shop.

After a few moments a middle-aged woman appears. She is dressed in a long patterned dress, with a number of rows of glass beads round her neck and bangle bracelets on her wrists. She has long dark hair, streaked with grey, and has clearly overdone the eye makeup. A strong smell of incense accompanies her, and from her faintly glazed expression Blake and Johnson suspect she is an habitual drug user (Richardson notices nothing, being intent on sneering at the contents of the bookshop).

"Ms Lyon?"

"Yes - how can I help you?"

Johnson questions her about Roe - she is cagey and reluctant to talk. However, Johnson has come prepared, and pulls a roll of credits out of his pocket, at which her dull eyes light up greedily. After a brief period of bartering she pockets a number of bills, and consults her records...

It seems Roe was a regular subscriber to several periodicals stocked by her shop - similar the now-defunct Fortean Times - about unexplained phenomena and the like. He also spent E\$300 in November 2270 (last year) on a rare review copy of "The Prophecies of Science/The Science of Prophecy" by Jonathan Monroe.

Johnson asks for information about the book - more money changes hands.

Lyon knows little about the contents, but she knows that it was to be published by a company called Human Horizons Press. However, the book never actually went to the printers - the only copies available are a handful of manuscript copies sent out to reviewers.

The team thank her and move on to the spaceport for their flight to Boston. During the journey and flight Richardson delves into FedNet for further information about the book, while Johnson rings Dr Caine's office to try to make an appointment.

Richardson discovers that the full title of the book was to have been "The Prophecies of Science/The Science of Prophecy: Cognitive Science and the Writings of Abd al-Azrad". He also discovers that Human Horizons Press closed down when its offices burned down in the early morning of May 1, 2183. The book's author, Jonathan Monroe, was arrested in connection with the fire, but committed suicide in Police custody.

Johnson gets through to Dr Caine's secretary...

"An appointment with Dr Caine? I'm not sure - he's very busy right now."

"Please could you ask him ma'am - tell him it's in connection with Dr Roe - Dr Maximillian Roe."

Johnson is put on hold for a minute or two, then a man's voice comes on the line.

"Who is this?"

"You won't know me, but my name is Mr Johnson. I'm hoping to speak to you about Dr Roe."

"Why? My relationships with colleagues are my own affair."

"I appreciate that sir, but I work for Cenargo, Dr Roe's employers, and we are... concerned about him."

There is a lengthy silence.

"What the hell do you mean - what's happened to Max?"

"We're not sure sir. You probably know he was ill last year."

"Yes, I am aware of that - so what?"

"Well he hasn't turned up for work at Mars offices for the last few -"

"Mars! What the hell was he doing on Mars. Christ... Look, I'll speak to you - but only in person. Where are you?"

"On the suborbital to Boston - we'll be landing in about 20 minutes."

"Good. Come straight to my offices, and we'll talk. Oh, and... this will sound foolish, but try to find out if you're being watched, or followed - if you are call me back."

The line goes dead and Johnson thoughtfully relays the conversation to his colleagues. Richardson looks around nervously, much to Blake's annoyance...

On arrival in the United Americas, their pre-arranged hire vehicle whisks them towards Miskatonic University. The building in which Dr Caine has his offices is an old 21st century construction - but still elegant in an old-fashioned way. The receptionist is expecting them and after a few minutes waiting, Caine's secretary arrives and takes them to Dr Caine's office.

The office proves to be modest, but there are enough seats for all. Caine is a middle-aged academic, with a worried look about him.

After brief introductions, the interview turns to the matter of Dr Roe - Dr Richardson does most of the talking, as Caine seems to relate better to the fellow academic.

Richardson asks about Caine's previous relationship with Roe, and his time at Cenargo - Johnson leans forwards and quietly asks him about Project Babel. There is a pause...

"Cenargo hired me in 2263 shortly after I published my book "Logical Languages: The Underlying Principles Behind Language Development and Evolution". They said they had come into possession of some ancient writings that defied their translation attempts, and hired me on an open ended contract to work on translating it for them. They offered very good pay - and the challenge - a previously unknown language - well I could not resist."

I signed a confidentiality clause - you know the sort of thing, and worked exclusively with research assistants. We compartmentalised the project - none of the team except me knew exactly what they were working on. Some were led to believe they working on Project Metaphrase, that Cenargo R&D were working on at the same time."

Caine pauses and wipes his brow with one hand. He looks visibly paler.

Caine licks his lips and continues.

"Cenargo didn't have physical copies of the writings, but they did have complete 3D computer models which I was to work from. The writings were in a medium I have never seen before: strange green stone disks on rods. Around the edges of the disks were strange glyphs, symbols and sigils, theorized to be a kind of writing. Each of the disks could be rotated independently of all the others, so the possible number of combinations was huge. Cenargo would never discuss their origin, or where the hard copies were, only that they were now unavailable."

"Gradually we made progress, but because of the compartmentalisation, only I was aware of the actual sections of text where translation algorithms appeared to be successful. God... if my research was correct, the authors of those writings might not have even been human! I know the official government line on alien intelligence is that life exists on other planets, but nothing as advanced as us."

"I started to hear rumours - that the writings were discovered on Mars. If so, that would be a revelation, as there has been no hint of an extraterrestrial presence anywhere in the solar system up until now."

"The content of the translated sections... were too much for me. They hinted of creatures older than time itself, who wait now, in parallel dimensions, waiting for a way into our reality. These writings that I was translating, they were created by someone, or something that knew all too well of this secret history of our universe. They gave warnings, but also knowledge, that if misused could cause great catastrophe."

"This knowledge was too great, too strange for me to take in - and yet I BELIEVED IT - I had a nervous breakdown, and after a prolonged convalescence, couldn't face continuing the work. Cenargo grudgingly respected this, but their legal department warned me in no uncertain terms that if I published what anything I had learned working on Babel, they would ruin me."

"Last year, I was visited by Dr Roe, who had taken over my work. He seemed... distracted, and as his visit didn't seem officially sanctioned by Cenargo, I didn't tell him too much. But... I was worried. He seemed to have translated more of the tablets, and if he's gone to Mars..."

He looks up with frightened eyes.

"I'm frightened. Frightened for all of us."

Despite the teams best efforts they can gain no more from Dr Caine, who seems on the brink of tears.

As they reluctantly leave, they notice a tall man in a dark suit walking along the corridor towards Caine's office.

Johnson decides to check in with Miss Horne. He passes on the information they have discovered, except for the background material on Project Babel, obtained from Caine. As Babel is classified he decides it would not be prudent to reveal what they now know about it...

Miss Horne promises to relay the information to Wexler and get back to them - she does so within the hour.

"Mr Wexler thanks you for your efforts so far, but now thinks you should turn your attention to our Mars facilities. I have arranged for you to travel on a Cenargo transport craft, scheduled to leave in 18 hours from Unity Space Station. Your contact at Cenargo Mars is Yelena Klieberman. She will meet you at Cenargo Mars' main headquarters in Viking City (capital city of the Mars Colony)."

Grabbing a night's sleep, the group transfer to Unity Space Station by the daily orbital shuttle from Boston.

The transport craft Cenargo 318 is ferrying personnel from Earth to Mars. Using a medium powered reactionless displacement drive, the flight time to Mars is 54 hours. There is little to do during the flight, and in accordance with general practice the team enter cryosleep for the journey.

They awaken once the transport is safely docked at John Carter Spaceport. John Carter Spaceport is one of the busiest commercial space ports in the Federal Colonies, its sprawling network of domes, pyramids and docking towers dominates the entire 27km length of the space-facing side of Mars' larger moon Phobos.

Once through ICC Customs, the trio head for Viking City on a Cenargo shuttle.

At Viking City the shuttle takes them directly to at landing pad at Cenargo's HQ. Viking Colony is home to over 10 million colonists, and is a vast sprawl of pyramid buildings of all shapes and sizes, some tall and narrow, others wide and squat. Aerospace craft flit in between the buildings, arriving and departing continuously at the numerous landing zones around the city's perimeter.

The Cenargo building is one of the tallest, and they are met on the landing pad by Ms Klieberman, a frighteningly efficient looking woman, who seems to have been well briefed. She has arranged a corporate apartment for them and has their baggage transferred directly. She then escorts them to her office for refreshments and a briefing about the current situation.

Mars in the 23rd century supports a thriving colony with a population in excess of 100 million. The first planet colonised from Earth, its population can trace their families back generations before reaching Earth-relatives. Most of this population can be found living in the cities that cluster round the planet's polar regions.

After decades of intensive terraforming, enough free-standing water exists to form ice clouds, substantial rivers and lakes, and even a small sea in the northern polar regions. Terraforming has also altered Mars' atmosphere, reducing the level of carbon dioxide and argon and introducing nitrogen and oxygen. The

atmosphere is breathable at ground level, but in a lot of the highland areas an artificial air supply is still required.

Despite all this change, Mars is still plagued by seasonal dust storms, and its cities are all built using a pyramidal building design, which provides best protection against the sometimes harsh Martian weather.

Klieberman tells them that she has looked into Roe's activities on Mars prior to his disappearance at the request of Wexler.

"Roe was working with several assistants here on Mars. When I checked, I found that one of them - Penny Walker - phoned in sick the day Roe disappeared. We haven't heard from her since."

"I thought it might be related to Roe's disappearance, so I sent a security team over to her apartment. We found the place ransacked, and her flat-mate, Rachel Wong, beaten into a coma - no sign of Walker, of course. Wong is in Viking Colony Infirmary - she's still comatose. Now, despite our efforts, the police are involved. I'm afraid it's only a matter of time before they find out about Roe's disappearance and connect the two. They have a constant guard on Wong, waiting for her to recover and tell them something."

Blake cuts in.

"What was Roe doing here anyway?"

Klieberman smiles.

"You may be able to tell me that. All I know is that he arrived here to continue working on a classified project called Babel. Other than that his reasons for coming here were classified."

"Once he failed to turn up to work 3 days in a row, I sent security to his apartment to make sure he was ok - he was gone, and I notified Wexler immediately. As part of our security work-up we found he had remotely logged into Cenargo servers and downloaded several files from the Babel Project. Our technicians have established that all backups of said files have been corrupted - we're still trying to figure out how Roe did that."

"Oh. One more thing. All colonists have a surgically implanted ID tag that emits a signal that can be picked up and pinpointed within a 100 km radius. Walker had one of these - though Roe did not, having recently arrived from Earth. We can't locate Walker's signal - so either she isn't in Viking Colony, or the ID has been surgically removed or jammed in some way."

She smiles frostily at them.

Johnson asks for details of Roe's and Walker's apartments, and for transport to be made available.

Klieberman supplies the details (and explains she has had a security man guarding the apartment pending their arrival) and confirms she has already made an STV (suborbital transport vehicle) and a pilot available.

Anxious not to lose time, Johnson decides to take the team straight over to Roe's apartment. Klieberman accompanies them to a small, private landing pad where the STV waits, along with their pilot, a cheerful young pilot introduced to them as Gwen Capsalis.

Gwen smiles and waves them on board.

"Hop in and strap yourselves down - I'll get you over to the apartment block in no time".

Gwen is as good as her word as she sends the STV screaming over the city at maximum velocity, setting down surprisingly gently outside a large pyramidal block.

"Shall I wait for you gents?" she asks.

Blake (with a nod from Johnson) confirms she should wait.

The trio enter the apartment building, which has a few retail outlets, a coffee bar and a small restaurant on the ground floor, and ride up in the elevator to the 116th floor. The door hisses open...

Ahead of them a corridor stretches into the middle distance. As they walk slowly along it, quietly discussing the case, the hairs on the back of Blake's neck begin to stir...

Where the hell is the security man Klieberman mentioned?

The door to the apartment is slightly ajar...

Blake motions silence to the others, who look startled. Cautioning them to stay where they are, he moves silently forward, easing his pistol from its concealed holster. Flattening himself against the wall, he cautiously peers around the corner and into the room...

Inside, sprawled on the floor, is a body in a Cenargo Security uniform. Blake can see a small hole in the forehead, and there is a large pool of blood under the back of the head - a professional head shot...

A slight sound alerts him, and he drags his gaze away from the corpse - to lock eyes with a man all dressed in black, including a balaclava, and cradling a SMG.

For a second the two stare at each other.

Simultaneously Blake fires his pistol, and the man in black lets loose a stream of bullets as he backs further into the apartment.

Blake throws himself sideways as he pulls the trigger of his weapon. Everything slows down, and as if from a distance he sees the other two black-clad men making for the window, as he feels a dull, heavy impact in his side. He stagger across the hall, and slumps against the far wall. He feels suddenly very tired, and a strange wet sensation spreading across his side and abdomen...

From Richardson and Johnson's viewpoint there is a sudden terrifying burst of gunfire, and Blake slams against the wall, with a red flower blooming on his shirt.

Without exchanging a word, they turn and run for the elevator...

Blake is half crouching, half leaning against the wall. His gun is empty, and ahead of him Roe's apartment now appears deserted, apart from the body on the floor. The window is open... He still feels tired, and there is a throbbing pain in his side, but he notes with a dull surprise that he is not dead. Yet.

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Half way down the hall, Johnson has a momentary pang of conscience, and skids to a halt. White-faced, Richardson looks over his shoulder, and slows. Johnson turns and cautiously approaches Blake, who grins weakly at him and gestures towards the doorway.

"Gone, I think... but I could do with some help."

Johnson gestures to Richardson, and with wildly beating heart, enters the apartment. There is no-one (living) there. He thinks rapidly. Outside Richardson is tearing Blake's shirt to make a bandage.

Johnson calls Klieberman on his comlink and briefly explains what has happened. He requests a Security/forensics team immediately, together with a paramedic, and to delay calling the colony police as long as possible. Audibly shaken, Klieberman agrees. Calling reassurance to Blake, and asking Richardson to stay with him, Johnson sets about searching the apartment.

In the bedroom the furniture is disturbed, and there a number of small stains on the bedspread that might be blood. Under the bed is a length a curtain cord.

Johnson moves into Roe's small office area. On the untidy desk he finds a set of geographical survey maps of the Valles Marineris, a region of Mars just south of the equator. The maps of the Coprates Chasm, though mentioned in the index, are missing. There are also numerous copies of Fortean Times, a copy of 'The Occult Conspiracy', a copy of 'The Paranormal Guide To The Unexplained', as well as numerous publications concerning man's search for alien intelligence amongst the stars. Johnson searches frantically through the material, looking for anything of significance.

Outside, the team he has requested arrive. The paramedics set to work on Blake immediately, while Klieberman enters the apartment with the forensic and security team. As they set to work, and Klieberman approaches him, he picks up a copy of "Above Top Secret". A page is marked, and he turns to it - the usual bizarre conspiracy theory about military "black ops" and "alien spacecraft". The bookmark is a newspaper printout. The headline is dated July 2263, and reads 'Geologist Falls To Death In Tragic Accident'. The story tells how a geologist by the name of Marcus Sinclair plummeted to his death from his apartment in H.G. Wells Colony, in what was apparently a terrible accident. Someone has underlined sections of the text and written question marks in the margin...

Blake's injury is not as bad as it seemed. He has lost some blood, but no major organ damage has occurred, the bullet having torn through the abdominal muscles and exited without penetrating the peritoneal cavity. Some perma-sutures, proto-spray, and a shot of hypercillin are administered, together with a short course of plasma-boost capsules. He will be sore for a while, but otherwise is functioning.

Johnson decides they all need to rest (and eat) and regroup at their apartment. He asks Klieberman to keep him updated and they head for their STV.

Built by Consolidated Aerospace based on an existing suborbital military scouting vehicle, the STV

is about the size of a 20th century transit-van. It uses four vectored thrust engines to provide it with lift (and steering) and two jet engines for its main propulsion system. The vectored thrust engines enable the STV to hover and to manoeuvre with great precision.

A STV can carry up to two crew and six passengers or it can carry a comparable amount of cargo. STVs are equipped with a fairly extensive electronics array which includes radar, ladar, night vision and other navigation equipment. STVs are used as fast personnel and cargo transports, and are fully pressurized, capable of supporting a full compliment of passengers for 96 hours.

Piloting a STV requires the skill of Pilot Aerospace. With a full fuel load and a standard cargo or passenger load, a STV is capable of a top speed of 960kph. It has a flight ceiling of 90km, which is the upper reaches of the thin Martian atmosphere.

As they board the STV for the flight back to their apartment, Gwen confirms what they had already guessed - the Men in Black were evacuated from Roe's apartment by an in-marked STV which flew off at high speed - they make sure that Gwen has already passed this on to Klieberman, who promises to look into it.

Finally arriving at their temporary apartment, they order food, and Blake gets his head down for a sleep. Johnson and Richardson log onto FedNet and start poking around for further information.

Johnson spends a profitable couple of hours looking up details of the late Marcus Sinclair.

Sinclair had been working for the Cenargo Corp Geological Survey, looking for evidence of subterranean deposits of Helium-3 on Mars. Oddly enough, it seems that sections of Marcus Sinclair's personnel file has been classified by Cenargo Internal Security. That which is accessible reveals that Sinclair has a younger brother, who lives and works at HG Wells Colony, at the edge of Argyre Planitia. He has a wife and 3 children.

Richardson researches the Coprates Chasm and surrounding area.

The Valles Marineris is a system of canyons located just south of the Martian equator. The system is about 4000 km long, and, if on Earth, would extend all the way across the United States. The central individual troughs, generally 50 to 100 km wide, merge into a depression as much as 600 km wide. In places the canyon floor reaches a depth of 10 km, 6 to 7 times deeper than the Grand Canyon.

Terraforming has melted the water-ice once frozen at the bottom of the Valles Marineris. The valley floor is crisscrossed by rivers and long lakes, but because of the lack of sunlight at the bottom of the canyons, no plants will grow down here.

From the smooth plateau of Ophir Planum (top of image), the dramatic canyon wall of Coprates Chasma falls in chutes and ridges for almost five miles to the dark floor of the canyon.

Richardson also looks for any bases or research projects based in that area both now and in the last few years. He finds a number of projects that involve various corporations, but nothing of significance relating to Cenargo.

Blake is still sleeping, and the other two are tired, when suddenly there comes a knock at the door. Johnson surveys the hall with the security camera and sees a neatly dressed Japanese man. He moves to the door and opens it. The man bows and introduces himself as Mr Izo Nagata, an 'associate' of Mr Kitano. He asks to come in - intrigued, Johnson throws the door wide.

Nagata seats himself and explains that he represents the Motokatsu-Kyono Combine, another large corporation, and rival of Cenargo. He knows that the Investigators are looking for a missing Cenargo scientist by the name of Dr Roe in connection with the possible theft of company secrets. So is Motokatsu-Kyono, and they are willing to provide serious remuneration to the Investigators if they provide Motokatsu-Kyono with copies of any such stolen secrets during their stay on Mars.

Johnson politely declines, but Nagata hands him a holocard, with the dragon motif of the Motokatsu-Kyono Combine emblazoned upon it. He suggests that no hasty decision should be made - if they change their minds or would like to know more they should contact Mr Kitano once they arrive back on Earth.

After he takes his leave Richardson and Johnson discuss the case for a considerable time. Eventually they retire to bed, having decided to pay a visit to Marcus Sinclair's brother the next day.

When they awake, Blake is very sore, but generally better, though slightly dizzy from the effects of the plasma-boost. After breakfast, they call Gwen, who quickly arrives with the STV. They head for H G Wells colony as quickly as possible, skirting a small dust storm in the process.

On route, Johnson contacts Sinclair and arranges to meet him.

Jack Sinclair initially asks whether they are looking into his brothers' death - he is initially disappointed when Johnson is unable to confirm this. He brightens however - "Maybe if I tell you the story, you'll think it worthwhile me trying to take things further myself".

"Marcus was a geologist by profession, and had been contracted by a Cenargo funded survey team examining the effects of terraforming on regions of the Valles Marineris. The research was hoped to provide valuable data for future terraforming operations on arid planets.

Marcus never talked about his work much, probably thought he'd bore us all, but a few months before his accident, he spoke at length about how his team had 'stumbled onto something big' out in the Valles Marineris. He seemed quite excited about it, and talked about how the company had promised him and the others 'full share options'.

Something must have gone wrong, because about a week after this conversation, Marcus arrived back at

'Wells. When I asked him what had happened, he was very reluctant to talk about it, saying only that the 'dig' had been shut down, his contract with Cenargo due to be terminated at the end of the month.

I didn't speak to him again. His Will left everything to me and the family, including his insurance policy, and a picture of him and his colleagues at the site. I have tried to contact the other members of the team, but shortly after Marcus' death, they were all transferred to the Outer Colonies, and never returned any of my messages."

Johnson asks about the accident. It appears that Marcus' balcony gave way and he fell to his death. The FLEA investigated it and found no trace of foul play - an open and shut accident case. Partly out of politeness, he asks to see the photo mentioned. The photo depicts Marcus (pointed out by Jack) and 3 other people. Jack says he knew one was called Sam. Turning the photo over, they see a set of numbers, 4 groups of 8 digit numbers written in pen. Jack shrugs and says he has no idea what they are.

Richardson recognises them instantly as MarsSat geographical coordinates - he keeps this to himself until they have made their goodbyes, and then eagerly explains this to his colleagues. It is a matter of minutes aboard the STV to access FedNet - as they half expected, the coordinates are deep in the Coprates Chasm.

Gwen is able to confirm that they have enough fuel for the trip, and a reasonable amount of gear in the STV equipment bins. Johnson is eager to lose no time - he is sure other parties are following the same trail. Gwen sets the coordinates, and the STV swoops over H G Wells colony in a smooth curve towards the Coprates Chasm and their appointment with destiny...

The STV barrels over the plains of Mars, and eventually the Coprates Chasm comes into view. As they proceed along the edge of the chasm, Kleiberman radios an update on the forensics report. The security guard was killed by a single shot to the head from a standard medium gauge pistol. The spots on the covers have been confirmed as blood, DNA matched with Penny Walker, Roe's missing assistant.

The investigators are awed by the huge scale of the chasm - the pictures they have seen just do not compare with the original. Gwen pilots the craft towards the coordinates, and then starts to descend into the chasm.

5 miles down, the Coprates Chasma is in perpetual twilight. Winds whistle up the canyons, carrying with it red dust and water vapor. Everything is coated with the dust within minutes, although the cabin remains clean. Although there is water in the Valles Marineris, the intent is to drain the melting ice into regions that can benefit - for example the Argyre Planitia basin. The winds moan and wail.

Gwen flicks on the spotlights, which help a little with direct vision, but she relies mainly on the instruments as they slow their speed and descend further...

"That's it." announces Gwen, "According to the instruments we're practically there."

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Even as she speaks, a light flashes on the instrument panels

"Holy hell." breathes Gwen "There's something out there - structures of some sort."

The investigators lean forward eagerly as Gwen slows the ship to a crawl, and inches closer, wrestling against the buffeting winds. Slowly shapes emerge from the dust...

A landing pad is vaguely visible through the observation ports - it is much clearer on the instrument display, which clearly shows the IR landing lights. Several shapes - probably buildings of some sort. Johnson indicates that Gwen should put the STV down on the pad, and she does so, with a significant "thump" as the wind gusts alarmingly.

"Do you want me to power down?" she asks.

"Hell no. You stay here with the power on ready for a quick lift off if necessary. Try hailing them on a short-distance broad frequency range."

"OK... No response. You going out there?"

"Can't see any other choice. Let's dig out those equipment bins."

Blake, Richardson and Johnson pull on insulated coveralls and breathing masks (to exclude the dust) and goggles. Blake straps his pistol to his waist. They all take torches, communicators and a coil of rope, as well as some flares and a first aid kit. Having made their preparations they exit one by one through the STV airlock. The wind howls mournfully and plucks at their clothing as they walk across the landing pad.

Out of the dust one of the shapes takes form - Underneath a canopy by the landing pad is an STV, similar to the one the Investigators arrived in. A brief inspection shows it is currently powered down, in standby mode. It bears no markings.

Nearby is a typical small-scale fusion power generator, with cables snaking off in different directions - clearly supplying power to the rest of the facility. It is still active, and gives off a low hum.

Moving cautiously (Blake has his pistol in hand) they approach what seems to be the command centre - a prefabricated module covered in camouflage netting. Dim lights can be seen within, but there is no sign of any movement. Approaching the door, they see it is closed, with an electronic card-activated lock... Grimly, Blake sets to work...

After a few minutes the lock springs open, and the trio are able to enter through the inner door. Inside, the hum of technology can be heard, and in the subdued lighting, banks of computer screens can be seen, displaying information. Richardson moves forward eagerly to the instrument panels, while Johnson and Blake have a more general look around. All seems quiet...

Richardson finds that the command module has a retractable communications array (and presumably some kind of booster sat at the top of the canyon). He also discovers that some screens appear to show offline security cameras, labeled: Transept, Temple 1, Temple

2. The cameras have been disconnected manually and cannot be brought on line - at least not from here.

Another console gives system readouts on 3x androids. Baines, Sherwin and Bryce. Richardson brings up the current status and location of each:

Baines (male)

Status: Offline

Location at time of shutdown: Lab Module

Sherwin (male)

Status: Offline

Location at time of shutdown: Temple

Bryce (female)

Status: Offline

Location at time of shutdown: Temple

He also finds the main lighting controls for the base, and after checking with Johnson and Blake, activates them...

Outside, Gwen blinks as the base seems to spring into life...

"You guys OK?"

"Yes - looks like there's no-one home except for some deactivated androids - we'll keep you posted"

Over against the canyon wall, Gwen notices the strip lights illuminating the mouth of a large tunnel that seems to have been drilled into the living rock...

The Team decide to head next for the "lab module" where the Baines android is located...

This proves to be another prefabricated building with camouflage netting - having already accessed the command module Blake has no difficulty opening the lab door. There is a reception area, with a row of lockers, each containing an environmental suit. There are three airlocks, each with a decontamination unit, leading into a 'clean' room. Two of the labs contain tables with various geological instruments, rock and sand samples etc. Entering the third lab, they find the android Baines lying on his back in the middle of the room. There are 3 TASER darts embedded in his chest.

Richardson steps forward to carry out an examination - the TASER darts have burned out his systems. As Richardson starts to open the chest inspection panel to see if he can get Baines back on line, Blake bends over and takes a badge pinned to the android's coveralls.

"What's that?" asks Johnson.

"It's a "Friend or Foe" tag - used to activate - or deactivate - security mechanisms. It might be useful" replies Blake, as he pins the tag to his clothes.

"There!" cries Richardson with satisfaction. There is a click, and the Baines android opens its eyes and sits up. Immediately he rises to his feet and strides towards a panel.

"What the hell is he... oh Christ - stop him!" cries Blake - but too late.

Baines flicks a series of switches, and a bleeping noise emanates from the panel. Almost immediately Gwen comes over the comlink.

"What's going on? I've just picked up a really powerful signal - sounds like some sort of compressed signal file being repeated at regular intervals - if you don't stop it we're gonna have company sooner or later."

While Johnson reassures her, Blake pulls his pistol, raises it to Baines' head, and pulls the trigger. The Android falls in a shower of sparks and artificial circulation fluid. Richardson swiftly shuts down the signal, and turns, pale-faced, to Johnson. "Now we're really screwed."

"I hope not" says Johnson "But we need to move quickly now".

Richardson discovers that the site seems to be set up to study chambers discovered deep in the rock, to which a tunnel has been made, using fusion equipment. Of the above-ground facilities only the accommodation block has not been checked. Johnson decides to finish up above ground, and then move into the tunnel area with a view to finishing and evacuating as swiftly as possible - even if there is a prompt response to the signal it will take some hours for any response to arrive.

Moving on to the accommodation block, Blake swiftly disables the door. Inside there is a main common area, containing a small galley, wall FedNet Portal, and a row of lockers. A swift search shows that four of these have contents, but nothing of note - personal effects etc.

There is also an armoured locker, which needs a keycode to open it. Blake struggles for several minutes before he is able to open it. To his delight, it is a weapons locker. Within are 2x M29 Assault Rifles; 1x Combat Shotgun; 2x M11P Automatic Pistols; 1000 rds of 10mm ammunition; 100 shotgun cartridges. There is also a suit of Combat Armour. Blake rapidly passes out a rifle to Johnson, and the shotgun to Richardson (who doesn't look too handy). He takes a rifle himself and straps on the chest piece of the combat armour.

The rest of the block shows nothing significant, so the trio move on towards the tunnel. The entrance to the site is via a tunnel cut directly into the rock wall of Coprates Chasma by what looks like an industrial fusion cutter. The tunnel is 5m in diameter, vaguely circular, with a flattened floor. Cautiously, the investigators advance down the tunnel. The site appears to have once been completely enclosed by solid rock, with no entrance/exit. However, some sort of seismic activity- possibly caused by terraforming or by meteor strikes in Dr Richards opinion, has split the rock wall of Coprates Chasma, opening a fissure into the rock.

The tunnel slopes slightly downwards. Cables run along walls from the power generator with lights at intervals.

About 100m down the tunnel, lying twisted in a grotesque fashion they find a human corpse. The body is dressed in Mars camouflaged Combat Armour, which has a badge on it's shoulders: A Mu-Sigma logo in a pyramid. Richardson goes white, and swallows heavily. Johnson says nothing, but looks around nervously. Blake swears under his breath - the man's weapon is missing.

Somehow getting a grip on his nerves, Richardson conducts a (brief) examination. He gives a nervous yelp.

"Shut the fuck up" snaps Blake, staring down the corridor. "What the hell's the matter with you."

"He... he... all his blood's gone!"

Richardson's assessment of the cause of death unsettles everyone - Richardson himself is badly affected and mumbles occasionally under his breath as they move nervously onwards...

The tunnel emerges into a square chamber, 50m across and 10m height. Lights on tripod mounts illuminate the centre of the chamber, where lie two more corpses. At each corner is a 10m wide tunnel opening. Three disappear into darkness, one is lit. In front of each of these tunnels is a triangular shaped column, 5m high and covered in strange swirling patterns.

At a sign from Blake, Richardson moves to examine the corpses. Johnson approaches the nearest triangular column and scrutinizes the carvings. Blake covers the chamber and tunnels with his weapon and looks for other entrances/exits...

A brief (but nauseating) examination by Richardson, confirms the corpses are similar to the one in the entrance tunnel - and seem similarly drained of blood. Ashen-faced he nods towards Blake - who has moved to the entrance to the illuminated tunnel. At the end he sees a modern platform lift with steel cage. power cables snake back towards the main camp. He gestures to the others and moves towards the tunnel.

As Blake and Richardson reach the tunnel entrance, they suddenly realise that Johnson is not with them... he still stands in front of the pillar, with a fixed, intense expression. The other two approach him.

"Come on, let's go" mutters Blake.

Johnson does not move. He stares at the swirling patterns on the pillar. Waves of dizziness sweep over him, and a strange light-headedness. His perceptions seem on the point of expanding into vast new realms of alien thought. Just beyond hearing a strange, eldritch piping seems to impinge on his brain. His sense of self gutters like a candle flame in a breeze, in danger of being snuffed out.

Richardson grabs Johnson's shoulder and spins him around. The spell is broken in an instant, and Johnson sinks to his knees, shaking uncontrollably. "Oh Christ..." he feebly mutters over and over.

His bemused friends drag him away from the pillar towards the illuminated tunnel and sit him against the wall. Blake offers him a bar of chocolate from his pocket, which he eats gratefully. He tries to explain.

"That fucking pillar... there's something NOT RIGHT about it. The angles... all wrong. It... called to me somehow" He shudders. "Don't look at it, don't look at it. Christ..."

Somehow Johnson drags himself to his feet and allows himself to be led down towards the lift...

The lift hums upwards through a large stone shaft and comes to a rest in a massive chamber... octagonal in shape and approx 100m across, lit by lamps on tripods

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around the walls. The ceiling is shrouded in darkness, and is 40m high.

The chamber is dominated at its centre by a huge (20m tall) green stone statue of some eldritch horror on a stepped platform: part frog, part squid, part insect, it is difficult to define, and awakens a subconscious fear in each of the Investigators, who feel a shiver run up their spines. Johnson is particularly shaken given his recent experience...

Around the statue at each point of the octagonal platform are arranged 8 green stone obelisks (each 5m tall) leaning in at 15 degree angle. Three of the obelisks have been destroyed. It looks like seismic survey charges were used to bring down the columns, recently.

The trio move in for a closer look - the obelisks are covered in bizarre, crawling patterns that bring Johnson out in a sweat - he calls out a warning - "Don't look at the pillars, for God's sake!"

Blake gestures silence, but both he and Richardson are careful to follow the advice as they move around the chamber...

Under the wreckage of one of the pillars, they find one of the two missing androids - Sherwin. There is a "Friend or Foe" tag on his jumpsuit and Blake takes it and passes it to Johnson. Bending closer, Richardson sees that a thick, oily black fluid is oozing from the stump of the broken pillar. Without speaking they all take a step back, and look at each other...

Above the statue, the temple ceiling forms an inverse pyramid, it's 'apex' only 3m above the head of the statue. Against one wall, a platform lift in a steel cage is installed. There are boxes of equipment around the lift, power cables run up the wall. The lift goes up 40m and continues out of site through a square hole cut into the chamber ceiling.

A scout around the room shows nothing else of any significance, and after a brief discussion they agree to press on by taking the second elevator upwards...

The lift emerges in a tunnel running north-south. The tunnel is 5m across, octagonal, apparently cut from the living red rock of Mars, though with no sign of any tool marks. Lying against the tunnel wall here is the 3rd Android, Bryce. Blake approaches - it has been shot at close range with an automatic weapon and is covered in congealed white 'blood'. Her eyes are fixed, staring into oblivion. If it had a Friend or Foe tag it has been removed.

Peering down the corridor (again fitted with lights) they can see that at one end it turns left, and at the other it turns right. More or less at random the trio set off towards the left hand turn. Turning the corner, about 10 m ahead they can see the corridor opens up into a modest-sized chamber - apparently empty. They approach... and enter an octagonal chamber with 3 exits. In the centre is a 1m high plinth, the top of which is flat, inlaid with silver metal in the shape of a star.

The trio cautiously circle the plinth and look at the other 2 exits. One leads on into the corridor, which continues on its way before again turning left - it looks like the

corridor describes a large octagonal circuit... The other corridor lead towards the centre of the octagon described by the outer corridor. Staring down it they can see a dim shape at the end - it is low, possibly a crouching figure. Blake stares hard down the corridor - he is sure he can see a tiny winking red light. He also thinks he hears a faint, regular bleeping...

He motions for the others to stay where they are, and walks silently down the corridor, weapon held ready at his hip. As he draws near, his suspicions are confirmed - a RSWS (remote sentry weapons system).

A remote perimeter defence weapon in use by many military organisations. It consists mainly of a tripod stand, battery pack, sensor array, and 500-round ammo drum.

The RSWS has 360-degree fire action, and mounts a pulse-action machine gun with a cyclic rate of 1100 rpm.

The RSWS sensor array is mounted above the barrel, covering a 60-degree cone in front of the weapon. The sensing suite consists of an infrared detector, lidar, light optics, and an ultrasonic motion tracker. If set to "auto-remote", the RSWS system will scan all targets, then classify them using an Identification Friend Foe (IFF) transponder, and take appropriate action.

Blake reaches over and disengages the system, thanking his foresight in picking up the Friend or Foe tag. He gestures to the others, who make their way, as quietly as possible down the corridor. Beyond, the corridor leads into an inner perimeter corridor, also octagonal in case.

As they move slowly round the corridor they find wide openings in the each of the North, East, South, and West walls. A lift, like the others they have seen disappears out of sight outside the Northern opening.

From beyond the openings, a human voice can be heard, muttering indistinct words in a rhythmic pattern. Steeling themselves, weapons at the ready they slip through the Eastern opening...

The floor of the room slopes slightly downwards towards the centre of the room, which is obscured by concentric rings of columns that fill the chamber. The three investigators slip between the pillars until they are able to see the interior... The centre of the room is dominated by a 10m diameter platform, with a huge pattern surrounded by strange runes, carved into its surface.

On the platform lies a naked figure - they recognise Penny Walker from her pictures. She is covered in strange markings that appear to have been painted onto her, and is held down onto the plinth by binds that appear fastened directly to the stonework. She has her eyes open and fixed and is making a small rhythmical whimpering noise.

Around the room stalks Dr Roe... but he has... changed. His hair and clothes are disheveled, his eyes bloodshot and staring. In his hand is a large ornate knife, and he is chanting in a strange guttural tongue that churns the

investigators' guts. Across his shoulder is slung a combat rifle...

From behind the inner ring of pillars, which offer some concealment, Johnson stares at Blake - he stares back and nods, then turns to Richardson - tight lipped and white, the scientist nods as well. Almost simultaneously they step out from behind the pillars and level their weapons at Roe. Richardson's weapon shakes in his trembling hands...

"Stop where you are, Dr Roe", says Johnson, in a voice that only wavers slightly.

Roe spins, wild eyed, and screams...

"NO! YOU CANNOT STOP THIS! AZHORRA-THA MUST HAVE HIS BLOOD SACRIFICE! HE CANNOT BE DENIED!"

With that he pulls up the M29 he has slung across his back, and fire at the Investigators, while lunging towards Penny Walker, knife raised and glinting.

Blake acts slightly ahead of the other two, and pulls the trigger of his weapon twice in rapid succession. The first shot crashes into a pillar behind Roe, but the second catches him in the throat, ripping a large jagged hole into his windpipe, and tearing open the jugular vein. In an instant the front of Roe's shirt is painted a brilliant red. He sinks to his knees, lips writhing soundlessly, with a horrid bubbling in his throat. As he collapses to the ground he sends a single shot in the floor at Richardson's feet - the scientist jumps like a scalded cat, and leans against a pillar, fighting his urge to vomit.

The sound of the shots echo loudly in the chamber.

Johnson, pale, but composed leaps forward - "Get these bindings off her, quick, I'll make sure the bastard's finished" He steps towards Roe's body, and a moment's glance is enough to tell him he is dead. He stoops and searches the cooling corpse. He feels a momentary surge of triumph as he pulls out Roe's PDA. Standing he thumbs it open and flicks on the power. There is no pass code, and it is the work of only a few seconds to find that it contains the files they are looking for. He turns to his colleagues, who are helping Penny off of the plinth.

"Got it, now we can..."

He freezes, numb with fear.

Somewhere below him SOMETHING groans and stirs. A deep resonant noise, as though from the throat of a vast, monstrous beast... Johnson thinks of the darkened corridors below them.

As they stare at each other, their comm links activate, and Gwen's voice crackles into the room.

"I've picked something up on the radar - something's coming in - another ship. Are you guys nearly done?"

Blake responds - "Yeah, yeah, we'll, uh be out in a minute - get your engines warmed up."

"Will do, but they'll be here any second - wait, think I see them - a drop ship of some sort, military spec, but no markings I can see. What the hell?"

They hear the sound of a warning buzzer over the comm link.

"Fuck, that's a weapon loc..." The comm link blares static, and from a distance they hear a howling noise, and almost simultaneously, the dull "wump" of an explosion...

They stare at each other silently.

"What now?" stammers Richardson.

"Let's get the girl free, and look for another way out of here" suggests Johnson, and moves towards the plinth.

Blake nods, and moves through the pillars to scout the area. After a moment Richardson follows him.

Johnson murmurs reassurance to Penny, as he struggles with the straps holding her down. He gets no response other than incoherent groaning and mumbling. He looks at her - her eyes are unfocused, and tend to roll in her head, pupils dilated. Drugs? he wonders, or shock, or worse? He shrugs and turns back to his task, and after a few minutes gets her free. It takes further effort to get her on her feet - he virtually has to carry her...

Blake and Richardson have found another lift in the outer gallery area, leading up through a shaft in the ceiling. They are both staring upwards into darkness, when an unholy racket breaks out from somewhere below them. Both they, and Johnson freeze in horror.

Part of the sound is instantly recognisable - then heart-stopping stutter of automatic weapons fire, mixed with recognisably human shouting. But the other... a weird, piping, fluting noise, strangely atonal, devastatingly loud and penetrating. It seems to come right through the rock at them and to set up strange harmonics in their very bones. Cold sweat stand out on their skin, and they tremble with fear, unable to move...

The weapons fire is added to by the sounds of flat cracking noise - Blake recognises grenade explosions. Slowly, the piping noises subside, as though whatever is making them is retreating, or somehow fading. The weapons fire tails off, and a brooding silence reigns...

"Come on," snaps Blake, "lets get Johnson and get the hell out of here". Plunging back to the plinth he gestures to Johnson, who moves towards him as quickly as he can - Penny Walker is now almost catatonic, and he has to drag her every inch of the way. Blake rushes to help him and the three of them manage to force her onto the lift platform, and thumb the control. The lift slowly rises up the rock shaft...

Below, in the main entry chamber, Captain Stacey of MiliSci, takes stock of the situation.

The intruders' STV was an easy target - didn't even seem armed. But those... things in the entry chamber had been a surprise. Four of his men dead, and three mad, despite the drugs they had taken an hour earlier. Good job they had enough firepower to drive the things off - at least for now. Stacey wondered about a withdrawal and asking for a tactical strike from orbit. He shook his head in annoyance. Damned drugs made it hard to concentrate - of course he couldn't do that. But

he had his orders - sanitise the installation. Locate and eliminate all intruders...

He signaled to his men and moved off towards the elevator...

The lift arrives in what is clearly a hexagonal corridor, similar to the one below, but clearly with a smaller circumference. As Johnson and Richardson manhandle Penny off the lift, Blake raises his rifle, and smashes this lift control mechanism with the butt - "Might slow them down a bit" he mutters. Richardson stays with Penny Walker, while Johnson and Blake swiftly scout the area...

In each 'outer corner' of the octagonal shape formed by the tunnel, a shaft 1.5m x 1.5m disappears into the ceiling. At each 'inner corner' is an octagonal opening, blocked by a luminous blue field of some kind. Next to each of these openings, signs have been put up which read:

"Warning: Androids and shielded humans only beyond this point."

Johnson and Blake stare through the first of these, into an octagonal chamber, about 40m across. It is dark in here, the only light coming from the blue glow of the fields across each of the 4 entrances, and from the silently winking lights on a clutter of scientific monitoring devices close to the NW entrance.

In the centre of the chamber, radiating from a central column of black stone are what look like 5x sarcophagi, each about 2m long and carved to roughly humanoid shape - details are difficult to make out in the dim glow. The sarcophagi appear to be constructed out of some sort of black metal.

Johnson and Blake exchange glances.

"Screw it", mutters Blake, "we need a way out, and this isn't one". They move on, and to their relief they find a ladder bolted to the wall under one of the stone shafts - clearly new, and fairly recently attached. Blake starts up the ladder while Johnson rushes back to Richardson and Penny Walker.

The shaft Blake has entered ascends at a 45 degree angle. It is pitch black, and Blake thumbs on his torch and climbs onward. At the top of the shaft, Blake emerges cautiously into a dark cavern...

Blake shines his light around. He is in a large natural cavern, apparently deep in the bedrock of Mars. Several irregular tunnels lead away from the main area. He turns back to the shaft, wondering how long his companions would be...

Down below, Richardson and Johnson have got Penny Walker to the bottom of the ladder. Try as they might, they cannot persuade her to climb, and carrying or dragging her seems impracticable. Richardson is nearly in tears, and Johnson fights a rising wave of panic. Suddenly, they hear noises from below - running to the corner, Johnson hears the sound of booted feet echoing up the lift shaft, shouted orders, and finally the halting sound of the lift mechanism whirring into life.

"Shit". He runs back to Richardson. "Time to go - up the ladder".

"What about..."

"FOR CHRIST'S SAKE GO - LEAVE HER"

Without another word Richardson turns and bolts. Johnson follows him with one last regretful glance at Penny Walker, who now has a small strand of drool hanging from the corner of her mouth.

"Sorry, Penny" whispers Johnson as he shins up the ladder.

In his pocket the holocard given to him by Mr Nagata vibrates urgently...

Once the three of them are in the cavern, Blake gestures around.

"Take your pick gents."

They start walking towards the nearest tunnel - a sudden burst of automatic fire, and a shrill cry of agony, cut suddenly short, turns their retreat into a rout as they flee into the nearest tunnel.

A nightmare period follows - a desperate game of hide-and-seek in the dark. Flashes of the next hour imprint themselves on Johnson's mind.

The huge cavern, vast as a cathedral, with awesome stalactites and stalagmites.

The fissure that opened suddenly in front of them - which they just managed to jump, with a desperate moment as Richardson teetered on the brink and nearly slipped back in...

The nightmare network of tight, claustrophobic tunnels where they constantly feared finding themselves trapped...

And all the time the knowledge that they were being pursued, the fear of automatic weapons opening up at any moment.

Finally, ahead, a narrow shaft climbing crookedly upwards, with a glimmer of light at the top. Desperately they climb, cutting hands and skinning knees through torn clothes, the light growing nearer and nearer...

And at the bottom a sudden shout...

With a last desperate effort, the trio heave themselves, gasping, onto the surface. They are at the bottom of one of the many impact craters that litter this area of Mars.

They have little time for rest - behind them they can clearly hear the sounds of pursuit from the shaft...

Looking around, Richardson is struck by a brain wave. "Quick, give me a hand!" he calls, and dashes for a large, roughly spherical rock about 8 m from the shaft opening. Johnson realises what is going on in an instant and rushes to help - as he does so he is aware of a persistent bleeping noise from his pocket, but ignores it.

Blake, anxious about the pursuit, and how close it might be, leans over the shaft to see if the pursuers are in sight. As he does so, he just has time to realise how he

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must appear from below, with his head silhouetted against the skyline...

A single shot takes him cleanly in the left cheek, smashing the zygomatic arch, fracturing the orbit, and sending parts of his upper jaw and teeth flying clear in a shower of blood. He knows nothing of this, as he loses consciousness before his body (thrown backwards) hits the ground.

Richardson and Johnson freeze for a second, then redouble their efforts as they strain and heave the rock closer to the shaft opening - from which the sounds of people ascending grows ever louder.

In the distance a small black speck on the horizon slowly grows in size...

Just as they think they will lose the race, the pair manage to topple the rock over the edge of the shaft. The reverberating crashing noises as it plummets downwards are almost enough to drown out the screams of the men it kills and maims on its way. Both men are horrified by what they have been forced to do. How did it ever come to this?

Richardson staggers over to Blake. "He's still breathing! But Christ, his face..."

Johnson reaches into his pocket and draws out a small item that beeps incessantly - the holocard given to him by Mr Nagata. He thumbs the "contact" button, and a tinny voice speaks.

"Changed your mind Mr Johnson?" says Nagata's voice. "We have been tracking you for some time. I believe you may have... company coming your way. I am in an unmarked STV with... some help... if you have the files and you are willing to do a deal. Mr Johnson? Are you there?"

Johnson stares at Richardson, crouched over Blake's unconscious form. He raises his eyes to the growing shape approaching from the East. He thinks about his plans for his glittering career with Cenargo, and remembers Gwen, and Penny Walker, and Dr Roe.

"What the fuck do I do now?"



KEEPERS INFORMATION 1

Introduction

Fragmented Sanity was originally written as the first adventure in the Myth(os) Busters campaign (the series is available from the [Cthulhu Rising website](#)). It can easily be run as a stand-alone adventure due to its introductory nature. Suggestions for pre-generated characters can be found in Appendix B at the end of the adventure.

KEEPERS INFORMATION 2

Cenargo Corporation

Cenargo Corporation is a transnational Anglo-Japanese concern with headquarters on both Earth (London) and Mars (Viking City). It is the dominant corporation in the European Federation, with diversified interests, including aerospace and spacecraft manufacturing, colony management, and medical technology. For more information about the Cenargo Corporation see Investigators Handouts #3.

KEEPERS INFORMATION 3

Timeline

There follows a timeline of important events leading up to Investigators becoming involved. Remember the current year is 2271:

The Distant Past

The Lesser Outer God Azhorra-Tha is imprisoned beneath the Elder Sign on Mars as it tried to flee Earth in the wake of the fall of the Great Old Ones.

Millennia later, the Greys find the prison buried under Coprates Catena. They realise what is contained within the site and attempt to keep the location secure.

January 2260

A Cenargo Corp. funded survey team on Mars discovers alien ruins at the bottom of Coprates Catena, a chain of collapsed structures which run parallel to Coprates Chasma. Coprates Chasma is one of the major canyons that form Valles Marineris, the largest canyon system on Mars.

April 2260

The MiliSci New Technologies Branch (NTB) takes over the excavations. The find is classified as Above Top Secret. The area is sealed off to the public and the site is placed under heavy guard. Unknown to MiliSci, Cenargo has already taken certain items, including extensive photographic evidence of a set of stone tablet fragments inscribed with alien writings.

November 2263

Professor Kitover, an NTB scientist, translates the writings on the stone tablets. He promptly goes insane and destroys his lab, including the stone tablets.

December 2263

Dr Ethan Caine, of Cenargo Corp R&D in Oxford on Earth, receives a copy of the writings from what have become known as the 'Coprates Fragments' from Teresa Eden, CEO of Cenargo Mars, and begins translating the

work. Unknown to Cenargo, part of an encrypted transmission from Eden to Wexler is intercepted by MiliSci.

January 2267

Completing his translation and interpretation of the Coprates Fragments, Caine learns that the work details much of the Greys' role in the development of humanity as well as secrets on how to unlock hidden potentials in the human mind. Attempting to use the spells within the book, Caine drives himself mad and is institutionalised.

April 2270

Caine's translation of the Coprates Fragments is found by his colleague Dr Maximillian Roe. Sharing his find with Harlan Wexler, head of Cenargo Special Projects Division, Roe is assigned to lead Project Babel - a detailed analysis of the Caine Translation. The project is top secret, and Roe is seconded to Cenargo Labs on Mars, where he is given a modest research budget and a small research team. Wexler classifies the project as top secret in an attempt to keep its true nature from reaching corporate spies. It is funded out of Wexler's black budget.

April 2270 - January 2271

Roe throws himself into his work, delving into the secrets contained within the writings and drives himself mad like Dr Caine before him. In the process Roe inadvertently opens a gateway to the mind of the entity Azhorra-Tha.

In his madness, Roe decides that this alien entity will reward him with the secrets of time and space if he releases it from its prison. Unknown to Dr. Roe, Azhorra-Tha is as mindless as its master Azathoth.

1 Month Ago:

Japanese megacorporation Motokatsu-Kyono Combine hear rumours from one of their industrial spies of a project being worked on at Cenargo Mars that possibly involves acquired alien technology. They assign Aki Kitano the job of either bribing Cenargo employees to sell company secrets, or obtaining said secrets through other means...

3 Weeks Ago:

Aki Kitano contacts Dr Roe.

2 Weeks Ago:

Dr Roe begins taking steps immediately to free his "master." This involves gaining access to the restricted area at Coprates Catena, destroying the warding stones surrounding the site and performing a blood sacrifice.

3 Days Ago:

Justin Kline, one of Roe's research assistants, begins to suspect that something is wrong with his boss. Late one night he has a covert look at Roe's personal files, and what he finds there horrifies him: amongst the insane ramblings of his personal diaries are summoning rituals for alien creatures, blood sacrifices of humans and details of the Coprates Catena site.

Before Kline can alert Cenargo Internal Security (CIS) to his findings, Roe appears and without warning attacks and brutally murders him. The professor then calmly hides Kline's body in a storage bin, downloads the Caine Translation and associated research notes, deletes the backups from the company servers, locks up and leaves.

Roe goes to the apartment of Penny Walker, his other research assistant, and kidnaps her, putting her flat-mate Rachel Wong in a coma in the process. He takes Penny back to his apartment where he collects his things and departs for Coprates Catena...

36 Hours Ago:

Roe and his research team have failed to show for work for two days. After none of them respond to phone calls, Yelena Klieberman of Cenargo Mars sends someone to their apartments to make sure they are OK. Upon discovering the comatose body of Rachel Wong, she contacts CIS, and after a brief investigation it is confirmed that Roe and his research team are all missing.

The security team cannot access Roe's project files as the work is flagged as Classified, Harlan Wexler's Eyes Only. Klieberman contacts Wexler, who immediately advises her to lock down everything related to Roe. The Board must be informed. CIS seals Roe's research lab, and in the process discover the body of Justine Kline...

24 Hours Ago:

The Cenargo Board meets in secret session. Wexler informs them that not only are Roe and Walker missing, but Kline is dead, and the project files are absent from the company servers. All backups of said data have been irretrievably corrupted.

It is decided that an official investigation must be started into Dr Roe's disappearance, before it becomes a Federal Police matter. Harlan Wexler is tasked with assembling a team to find Roe and the missing project files, before anyone else does.

KEEPERS INFORMATION 4

Concerning Azhorra-Tha

A Lesser Outer God, Azhorra-Tha was imprisoned aeons ago beneath the Elder Sign on Mars as it tried to flee Earth in the wake of the fall of the Great Old Ones. Azhorra-Tha has been imprisoned beneath the red rock

of Mars in an extra-dimensional prison for countless millennia, and is now a mindless, insane creature.

During their activities on Mars, the Greys found the prison and have attempted to keep the location a secret from the human colonists.

INVESTIGATORS INFORMATION 1

Enter the Investigators...

January 2271. The Cenargo Building, London, Earth...

The lift you are currently inside climbs silently up the famous Cenargo Building, headquarters of the commercial giant that is the Cenargo Corporation.

The lift stops on the 112th floor, one of the highest of the upper executive levels. You have all been called to a meeting with Harlan Wexler, a senior executive at Cenargo Earth.

Met by the delectable Miss Kirsten Horne, Wexler's PA, you are led through the outer offices to meet the man himself.

The private offices are plush to say the least. A well groomed and expensively dressed individual is standing behind a large desk, looking out one of the vast, sloping windows on the skyline of 23rd Century London. The sun is just rising over the city, tinting everything in a red-gold hue.

Turning, he smiles an efficient smile, and welcomes you, introducing himself as Harlan Wexler. Leading you over to a long, sleek table, he indicates that you should sit.

Refreshments are brought in by Miss Horne, and as she departs, Wexler gets down to business...

Wexler takes a moment to introduce each of the Investigators (including any NPCs). Some will already have established relationships. Others are new. All are either company personnel or contracted by Cenargo.

KEEPERS INFORMATION 5

Introducing Harlan Wexler

Harlan Wexler is a senior executive at Cenargo Corporation, and head of their Special Projects Division on Earth. His public face is the public face of the company: friendly and public spirited. In reality, he is as ruthless and career minded as most senior company executives. For now, Wexler should be portrayed as approachable and 'on the side' of the Investigators. In later adventures, this may change. He is played by Jeremy Irons.

INVESTIGATORS INFORMATION 2

The Assignment

A highly placed employee of Cenargo, Dr Maximillian Roe, has gone missing on Mars with his research findings. Not only this but one of his research team has been found dead at the Cenargo R&D labs in Viking City.

Wexler is concerned that Roe has been in contact with a rival corporation intent on selling company secrets to them, but that this corporation may now have kidnapped the Doctor instead. Roe was involved in a top secret company project codenamed BABEL and it is believed he has project files in his possession that the company want back.

Wexler explains that Director Saunders, CEO of Cenargo Earth has authorised him to assign a team to locate Roe along with the information he possesses. He is to be placed in custody and shipped back to Earth to be investigated for possible industrial espionage. The files he possesses are to be returned safely to Cenargo Earth company HQ in London.

Obviously the investigation must be low-key, as Cenargo does not want it broadcast to its rivals that one of its employees may have stolen company secrets. Investigators must sign a standard Cenargo contract.

THE INVESTIGATION 1

Gathering The Clues: part I

The Investigators may be working for Cenargo, but this does not give them carte blanche to run around demanding entry to various company facilities and such.

They will be given access to question Roe's friends and colleagues, but at no time are they to ask about Project Babel, as it is still classified. If the Investigators press Wexler, he will tell them only that it involves languages.

At some point the Investigators will obviously want to head to Mars. Before they do this, there are avenues of investigation that may be worth following up on Earth:

1. Dr Roe's Background

Accessing the Cenargo employee database can be achieved easily enough, and any unclassified career history can be viewed about Dr Roe.

Give the players Investigators Handout #1: The Assignment and Investigators Handout #2a: Dr Maximillian Roe (summarised below).

Name:	Dr Maximillian Roe
Age:	48
Date of Birth:	April 17 2223
Place of Birth:	Austria, European Federation, Earth
Marital Status:	Unmarried. Family – 1 brother, lives in United Americas.

Education:	Studied languages at Oxford
Employment:	<p>Lectured at Copernicus University, Mars for 8 years, during which time he published 2 papers on languages.</p> <p>Has worked for Cenargo Corporation for past 11 years. Assigned to Project Babel (classified) in April 2270.</p> <p>Previous assignment was Project Metaphrase, a joint project with Artificial Life Inc concerning development of it's AI translation software.</p>
Other Notes:	Travelled Sol system extensively during 20s. Took 3 month leave of absence from work in July 2270 for 'nervous exhaustion'. Returned to work October 2270.

2. Dr Roe's Workplace

Before transferring to Mars 3 weeks ago, Dr Roe worked at Cenargo's R&D lab complex just outside Oxford. The majority of the work done at the labs is confidential, and not available on the Cenargo Corporate Database. If the Investigators insist, they will be given access to the lab complex to see Roe's office, and interview his work colleagues, but at all times will be accompanied by a member of the company's Internal Security Division.

Roe's office is relatively small, and is clean and tidy. If questioned about this, their chaperone will explain that Dr Roe worked mostly from home since his 'illness'.

Searching the office will reveal no clues.

3. Roe's Work Colleagues

If the Investigators ask, they can get interviews with several of Dr Roe's work colleagues. For all the interviews, a representative from the company's legal division will be present.

Professor Miko Narita:

A Japanese woman in her early 40s, Professor Narita has worked at Cenargo for 6 years. A software expert, she worked with Dr Roe on the Metaphrase project. She remembers that Dr Roe was quiet, very professional, but rarely talked about anything other than work. The only person she remembers him being friends with was a Dr Ethan Caine, but he left the company almost 4 years ago after suffering a nervous breakdown.

Dr Eric Svensson

A Scandinavian man in his late 50s, Dr Svensson has no sense of humour, and will be quite rude with the Investigators. He is a busy man and this interruption has ruined his day. Svensson is a sociologist who worked on Project Metaphrase, and hasn't really had anything to do with Roe since this Roe was reassigned in April last year to Project Babel. Svensson is a red herring, he knows nothing of use.

Dr Brian Bixby

A Canadian biologist, Bixby is a thin man in his early 40s, and came to work at Cenargo 18 months ago. Bixby

is a nervous, nerdy individual. He never worked with Roe, but remembers that when Roe returned to work from his leave of absence last year, he engaged him in conversation in the canteen. Bixby remembers that Roe mentioned something about "visiting old friends in the United Americas" during his time off work.

4. Dr Roe's Apartment

Dr Roe's apartment is on the outskirts of London. He lives in a private apartment in an estate owned by one of Cenargo's real-estate subsidiaries.

Although the apartment appears locked and secure, inside, it has been ransacked. Someone has been through every room in the place, and an upstairs window has been left open. A common robbery? Perhaps.

Allow everyone a Spot Hidden check. If a Police Officer or Private Investigator makes a successful roll, they will notice some anomalies that the unskilled eye would overlook:

Although the place has been ransacked, several valuable items (gold wristwatch, electronic goods) have been overlooked. Coincidence, or something more sinister?

Searching the apartment will take several hours. Allow each Investigator a Search check. Normal successes will reveal the following:

1. There are several Link messages waiting for Dr Roe on his Media Centre (his TV-cum-computer mounted on the main wall in the living room). They cannot be accessed, as they need his FedNet ID (retinal imprint). The Media Centre can only be used in 'Guest' status.
2. Dr Roe had a safe. It has been opened and it's contents strewn across the floor.

The Investigators could contact Cenargo to gain access to Roe's recent Link messages, or attempt to hack his FedNet account themselves.

Cenargo will be happy to help, one of their friendly operators will contact FedNet and access Roe's account remotely, displaying 4 messages in sequential date order on the Media Centre in front of the Investigators.

Hacking the FedNet account requires an Investigator to make a Special Computer Security check. Success gives access to his recent messages and his address book / organiser. Failure will lock them out of the system and report the attempt to FedNet.

The Messages:

Messages 1 and 2:

Both from Cenargo Mars, asking why he hasn't been in work and advising him to contact them ASAP.

Message 3:

From someone called Danielle Lyon, owner of an occult bookshop 'Lyon's Books' based in Paris. She appears to be asking after an unpaid bill for several purchases about 3-4 months ago.

Message 4:

NEW HORIZON, campaign pack MB2.2

Someone called Mr Kitano. He will ask after Roe's well-being, as he is concerned that Roe didn't attend their scheduled meeting. There is a contact number.

5. Dr Roe's Family

Dr Roe has one brother who lives in the United Americas (Seattle). James Roe is married with 2 children, and is a school teacher. He rarely hears from his brother these days, with contact restricted to birthday and Christmas vid-calls.

Contacting James Roe reveals nothing.

KEEPERS INFORMATION 6

What do MiliSci know?

MiliSci suspect that Cenargo kept information pertaining to the classified dig at Coprates Catena on Mars. After Dr Kitover destroyed his lab and the Coprates Fragments, MiliSci's progress in the project has been sorely hampered. MiliSci has redirected funding from the project into more lucrative endeavours.

For the past 4 years, the Coprates Project has been under the supervision of Colonel Markov, a particularly ruthless individual recruited into the department from the Russian arm of the UEAF.

He has had several of Cenargo's top research scientists under surveillance for the past 18 months, including Roe. When Roe disappeared on Mars, Markov ordered his apartment searched, and for a team to be sent to Mars to find Roe if he showed any interest or made a move towards Coprates Catena.

The arrival of the Investigator's at Dr Roe's apartment will be noticed by MiliSci. From this point on, it is possible that the Investigators will be under MiliSci surveillance.

THE INVESTIGATION 2

The Investigators have 3 possible leads left on Earth to follow up:

1. Dr Ethan Caine

Ethan Caine moved to the United Americas 3 years ago, and now lives in Arkham, Massachusetts. He is a researcher at Miskatonic University.

If the Investigators contact Caine prior to visiting him, he will at first be reluctant to meet with them. If one of the Investigators is a parapsychologist, he will soften a little, and say he will speak with them, but only in person.

Traveling from Heathrow Spaceport to Boston Spaceport take a mere 56 minutes on board a commercial scramjet.

Ethan Caine will tell the Investigators a little about his time at Cenargo, working on translation of the Coprates Fragments, and what he has discovered since.

"Cenargo hired me in 2261, shortly after I published my book 'Logical Languages: The Underlying Principles Behind Language Development and Evolution'. They said that they had come into possession of some ancient writings that defied their translation attempts, and wished to hire me on an open ended long term contract to work on translating it for them. The pay that they offered was obscene to say the least, and the challenge - translating a hitherto unknown language - how could I refuse?"

"I signed a confidentiality contract with Cenargo, and the only people who worked with me were research assistants. As the project was compartmentalized, none of my team were given enough information to know what exactly they were working on. They probably thought it was related to the Metaphrase Project, that Cenargo R&D were involved in at the time."

"Cenargo didn't have physical copies of the writings, but they did have complete 3D computer models which I was to work from. The writings were in a medium I have never seen before: strange green stone disks on rods. Around the edges of the disks were strange glyphs, symbols and sigils, theorized to be a kind of writing. Each of the disks could be rotated independently of all the others, so the possible number of combinations was huge. Cenargo would never discuss their origin, or where the hard copies were, only that they were now unavailable."

"If my research was correct, the authors of those writings might not have even been human! I know the official government line on alien intelligence is that life exists on other planets, but nothing as advanced as us. There are creatures older than time itself, who wait now, in parallel dimensions, waiting for a way into our reality. These writings that I was translating, they were created by someone, or something that knew all too well of this secret history of our universe. They gave warnings, but also knowledge, that if misused could cause great catastrophe."

"But this knowledge was too great not meant for one such as me - I had a nervous breakdown, and after a prolonged convalescence, couldn't face continuing the work. Cenargo respected this, but their legal department warned me in no uncertain terms that if I published what anything I had learned working for them, they would ruin me."

Talking to Caine confers a +5% to each Investigator's Forbidden Science skill, but requires a SAN check (1/1d3).

2. Danielle Lyon

Investigating Danielle Lyon and 'Lyon Books' will reveal that the shop is located 21 rue de la Huchette in a small side street near the fountain of St Michel in Paris,

NEW HORIZON, campaign pack MB2.2

France. Danielle Lyon runs the bookshop herself, and has a FedNet website too.

Travelling from London to Paris is quite easy – it is a mere hour away on the EuroStar MagLev. The shop is small and unassuming, easily missed if not specifically looking for it.

Lyon Books:

It is quite dark inside the shop, and the air is filled with the musty smell of old print and incense. A jumble of bookshelves are crammed with magazines, dusty second hand books and yellowed newspapers sealed in plastic bags. There are also stacks of books and magazines on the floor.

A couple of booths next to the counter at the rear of the shop have computer terminals in them, which give access to a searchable database of the shop's available E-books.

Behind the counter is Juliette, an 18 year old student, who works in the shop part time between her lectures. She is a surly 'Goth' kid, studying Psychology, and obviously loves the idea of working in an occult book shop.

Danielle Lyon will be out if the Investigators call unannounced. Juliette will take a message, and say that she expects Ms Lyon to return later in the day. Ms Lyon is in her late 40s, an aging hippy, who has the look of someone who has smoked too much dope earlier in life. She is quite anti-establishment, and will have to be convinced to reveal what she considers private customer records to the Investigators.

An Interesting Reading List:

If the Investigator's persuade Ms Lyon to help them, she will reveal that Dr Roe was a regular subscriber to several periodicals that her shop stocks, 'Fortean Times' style books about unexplained phenomena and the like. He also spent E\$300 in November 2270 (last year) on a rare review copy of 'The Prophecies Of Science/The Science Of Prophecy', a book by one Jonathan Monroe.

INVESTIGATORS INFORMATION 3

The Prophecies Of Science/The Science Of Prophecy

Research concerning this obscure book will reveal that it's full title is 'The Prophecies Of Science/The Science Of Prophecy: Cognitive Science and the Writings of Abd al-Azrad', and that it was one of the few titles published by the ill-fated Human Horizons Press, which closed when its offices burned down in the early morning of May 1 (Beltane), 2183. The book's author, Jonathan Monroe, was arrested in connection with the fire, but committed suicide while in police custody. The book never actually went to the printers before the fire, but copies of the manuscript were sent to several reviewers.

KEEPERS INFORMATION 7

The Prophecies Of Science/The Science Of Prophecy

The book appears to be a translation by a certain Jonathan Monroe of an earlier set of obscure writings.

Monroe appears to have had access to a mostly-complete copy of Dr. John Dee's English translation of the "Necronomicon" in the preparation of this work. He draws parallels between the rituals that Abd al-Azrad describes and algorithmic descriptions of computer programs. Pseudocode and fragments of source code are included from one of Monroe's attempts to electronically recreate a worship service of the Outer Gods; a competent computer programmer who learned the spells from this book might be able to construct a program to aid in their casting (Keeper's option).

Unfortunately, Monroe does not appear to have truly understood the significance of the "Kitab Al-Azif", and his explanations and descriptions are fragmentary, confused and heavily adulterated with New Age mysticism.

Sanity loss 1D3/1D6; Forbidden Science +1%/+4%; average 10 weeks to study and comprehend. (recommended spells: Call The Crawling Chaos/8, Call Great Viperine Flyer/4, Call Invisible Ravener/5).

3. Mr Kitano

Mr Aki Kitano works for the Motokatsu-Kyono Combine, a powerful Japanese mega-corporation and main rival to Cenargo in the Anglo-Japanese market. Motokatsu-Kyono was trying to bribe Dr Roe into revealing Cenargo corporate secrets. They were close to a deal (Roe was hedging his bets, should everything with the summoning go wrong) when Roe disappeared.

Kitano will be unobtainable when the Investigators call, but will consider the possibility that perhaps they can be persuaded to sell his company copies of any data concerning Cenargo R&D that Dr Roe might have on him. Motokatsu-Kyono will enter the adventure at a later date...

THE INVESTIGATION 3

Next stop, Mars...

If the Investigators inform Wexler that they intend continuing their investigations on Mars, he will arrange for them to travel on a Cenargo transport craft, scheduled to leave in 18 hours from Unity Space Station. He will give them the name of their contact at Cenargo Mars: Yelena Klieberman. Cenargo Mars' main headquarters is located in Viking City, capital city of the Mars Colony.

Give the Investigators the handout 'Welcome To Mars' and the map of Mars 2271.

NEW HORIZON, campaign pack MB2.2

The Investigators can get to Unity Space Station via one of the regular orbital shuttle services operated from New Heathrow Spaceport (60km east of London).

The transport craft Cenargo 318 is ferrying personnel from Earth to Mars. Using a medium powered reactionless displacement drive, the flight time to Mars is 54 hours. There is little to do during the flight, and the Investigators are free to either roam the areas of the ship open to passengers or perhaps read up on Mars in their assigned berth.

The Investigator's will be alerted once the transport is making its docking approach to John Carter Spaceport.

INVESTIGATORS INFORMATION 4

John Carter Spaceport

A sprawling network of domes, pyramids and docking towers on Mars' larger moon Phobos, John Carter Spaceport is one of the busiest commercial spaceports in the Federal Colonies.

Once through Mars customs, the Investigators can either hitch a ride down to Viking City on a Cenargo shuttle, or take the Martian Space Tether down to the domed city of Anchorpoint atop Pavonis Mons and catch a MagLev train overland to Viking City. Either way, once on the planet the Investigators will each be issued with a Mars Suit (see the handout for full details – these can be given to the players) and will be required to pay a E\$100 deposit. Also if you haven't already done so, give the Investigators the 'Welcome To Mars' handout.

INVESTIGATORS INFORMATION 5

Welcome To Mars [map 1]

Mars in the 23rd Century supports a thriving colony with a population in excess of 100 million. The first planet colonised from Earth, it's population can trace their families back generations before reaching Earth-relatives.

By the time of the Second Exodus began (2166-96), Mars had undergone over half a century of intensive terraforming. Enough free-standing water now existed to form ice clouds, substantial rivers and lakes and even a small sea in the northern polar regions. Terraforming has also altered Mars' atmosphere. The partial melting of the southern polar icecap released large quantities of carbon dioxide, causing an increased greenhouse effect, raising the average surface temperature of the planet. Genetically engineered plants were seeded across the planet in vast quantities, which rapidly enriched the atmospheric levels of Nitrogen and Oxygen.

The atmosphere on Mars is thin but breathable at ground level in the northern hemisphere, but it is still the recommendation of the Mars Administration that residents and visitors alike wear a Mars Suit while out on the planet surface. Your Mars Suit will also protect you from the increased levels of ultra-violet radiation. In of

the highlands of the south an artificial air supply is still required at all times. It is a standard practice for all visitors to Mars to be issued with a Mars Suit upon arrival. Please note that there is a E\$100 deposit required, which is refundable at the end of your stay upon return of the suit. Please take care of your Mars Suit – you are liable for any damage to the suit whilst it is in your possession.

Those unaccustomed to the rarefied atmosphere of Mars can quickly succumb to a condition similar to Altitude Sickness.

Symptoms can include:

- Lack of appetite, nausea, or vomiting;
- Fatigue or weakness;
- Dizziness or light-headedness;
- Insomnia.

Additional early indications of altitude sickness may include shortness of breath upon exertion, persistent rapid pulse, drowsiness, general malaise, and peripheral edema (swelling of hands, feet, and face). Visitors to Mars are encouraged to attend the free Mars Acclimatisation Courses that are run in all the major cities and at John Carter Space port, Phobos.

Despite all the changes, Mars is still plagued by seasonal dust storms, and it's cities are all built using a pyramidal building design, which provides best protection against the sometimes harsh Martian weather. Outside of the artificial G-fields of the colony buildings Mars gravity is still only one third that of Earth.

Mars has some remarkable geological characteristics, including the largest volcanic mountain in the solar system, Olympus Mons (27 km high and 600 km across).

A number of large manufacturing corporations are based on this planet, and this industry is supplemented by large orbital and surface cargo facilities that handle commodities to/from outlying systems.

Mars' largest moon, Phobos, is the location of both John Carter Spaceport, and Ares Fleet Base, home port of the Sol Defence Fleet (the UEAF 1st Fleet), and home to over 30,000 military personnel. It was moved into a geostationary orbit in 2111 to become the orbital anchor for the Martian Space Tether.

KEEPERS INFORMATION 8

Rules Conventions While On Mars

A few pointers and spot rules for Keepers running Investigators on Mars.

The Physical Environment

Average temperatures on the surface of Mars range from -112°C at the poles to 11°C at the equator. The atmosphere on Mars in the northern hemisphere currently has a surface pressure still only 1/8th that of

Earth and an oxygen content of 13% (similar to oxygen levels found at high altitudes on Earth e.g. in the Himalayas). The primary dangers to Investigators are that the oxygen levels are still not high enough to support human life for extended periods without succumbing to altitude sickness. In addition the atmospheric pressure is low enough that it can cause circulatory problems for humans.

In the southern hemisphere, matters are worse. Surface pressure is only 1/64th that of Earth and oxygen content is 8%. A human exposed to surface conditions here without any protection will die relatively quickly and painfully (there is no need to roll dice). Artificial breathing apparatus is needed in the southern hemisphere at all times.

Some Spot Rules For Altitude Sickness

Every 4 hours spent on Mars in the rarefied atmosphere of the northern hemisphere without protective clothing requires a Stamina roll. Failure leads to slight headaches. A Fumble results in headaches, nausea (halve all skills). A roll of 00 results in serious condition and rapid incapacitation. Exposure for longer than 12 hours will cause onset of Hypoxia (see below).

Hypoxia:

A Stamina roll is required for every 15 minutes without oxygen if at rest, or every minute if active. For each failure apply one of the following symptoms in order.

1. Increased respiration and pulse rate (INT -1).
2. Headache (INT -2).
3. Nausea (CON -3).
4. Slight dizziness, reduced reaction time, impaired coordination (DEX -3).
5. Tingling in the arms and legs.
6. Purple or bluish tinge to fingers, toes, ears and lips.
7. Fatigue, sleepiness and intermittent fainting (STR -3, CON -3).
8. Dimming of vision (Perception skills -20%).
9. Confused thinking, impaired judgment and feelings of either giddiness, elation and confidence resembling intoxication, or indifference, listlessness, apathy and depression (INT -3, Perception skills -30%).
10. Unconsciousness.
11. Convulsions and death due to respiratory failure.

Characters suffering from hypoxia need a successful IDEA roll to think of something, even basic concepts such as "I should get some oxygen."

Combat On Mars:

When running combat situations on Mars, Keepers may wish to take into account the lower gravity when

compared with Earth (0.38g). I take the approach of simply applying a -15% penalty to physical skills. Anyone with an EVA skill can make a check to negate the modifier.

INVESTIGATORS INFORMATION 6

Viking City

Built in and around the Mie Crater is the largest city on Mars – Viking City. Mie Crater is a large basin formed by asteroid or comet impact in Utopia Planitia. The crater is approximately 104 km across. It lies in the Northern Marshes on the shores of the Utopia Planitia Sea. Viking City is home to over 10 million colonists, and is a vast sprawl of pyramid buildings and geodesic domes of all shapes and sizes. It is the location of the Mars Administration. Suborbital craft flit in between the buildings, arriving and departing continuously at the numerous landing zones around the city's perimeter.



THE INVESTIGATION 4

The Briefing...

If the Investigators take the Cenargo shuttle from Phobos, it will take them directly to the Cenargo Building, one of the tallest pyramid buildings in Viking City and headquarters for all Cenargo operations on Mars. As they wait in the hangar for their luggage to emerge from the shuttle, they will be met by a short-haired, stern looking woman who introduces herself as Yelena Klieberman, their corporate liaison during their stay on Mars. Klieberman is very efficient and businesslike, and has been briefed personally by Wexler on the mission. As such she has looked into the activities of Dr Roe and his team over the days leading up to his disappearance. With their lab having classified status, CCTV was not in operation inside. Comings and goings are logged, however.

Unless the Investigators have their own plans, Klieberman will organise for their luggage to be taken to the New Cydonia Hotel, and take them up to a plant-filled atrium, with large sloping windows overlooking Viking City. Over a light meal, she will brief them on what she knows:

- Roe hasn't been seen by anyone for 3 days, when he logged out of the Cenargo Building after working late;
- The night Roe left his research lab, records show that Justin Kline was logged into the staff database as being on the premises.
- Roe can be seen locking his research lab with the keypad upon leaving;
- Penny Walker phoned in sick on the day Roe disappeared, and has not been heard from since;
- When security personnel investigated the Project Babel Research Lab, they found the body of Justin Kline hidden in a storage bin in a back room. His corpse showed obvious signs of violence;
- The Project Babel files are absent from the company servers. All backups of said data have been irretrievably corrupted. As yet, technicians have been unable to establish how Roe achieved this;
- Klieberman sent a security team to Roe's apartment. There was no sign of the professor.
- Klieberman sent a security team to Kline's apartment. They found nothing untoward.
- Klieberman sent a security team over to Walker's apartment. They found it ransacked, with no sign of Walker, and her flat-mate beaten unconscious. Now the police are involved, and it is only a matter of time before they find out about Roe's disappearance and connect the two;
- There is a security detail watching each apartment, however FedPol are at the Walker apartment.

Klieberman can provide the Investigators with the following resources should they be needed:

- Transport in the form of a CA104A2 Osprey
 - a small suborbital transport vehicle common on Mars - and a pilot too if needed
 - Gwen Capsalis, a 33 year old aerospace pilot, who has lived on Mars all her adult life. See Investigators Information 8 for more details about the Osprey.
- A small team of CIS Tactical Specialists on standby (the Investigators will have to request this resource).

THE INVESTIGATION 5

Gathering The Clues: part II

All colonists as standard have a surgically implanted ID tag, that emits a signal that can be triangulated and pinpointed within a 100km radius. Cenargo have not been able to locate her ID signal, and so must assume

that she is either not in Viking City, or her ID tag has been surgically removed.

1. Rachel Wong

If the Investigator's ask about Walker's flat mate, Klieberman will say that her name is Rachel Wong, an admin clerk at Cenargo. She is currently in Viking City Infirmary, the main city hospital. She is still comatose, and under police protection.

2. Roe's Activities

Klieberman can provide some information regarding Dr Roe's activities leading up to his disappearance (3 days ago plus investigation time on Earth, plus 54 hours flight time to Mars).

Dr Roe arrived on Mars alone, to continue working on a classified project codenamed 'BABEL'. His reasons for his work bringing him to Mars were classified. During his time on Mars, Roe worked with several research assistants, but mainly with Miss Walker.

After Roe failed to show for work for 3 days in a row, Klieberman of Cenargo Mars sent a security officer to his apartment to make sure he was ok. Upon discovering the apartment to be empty, Klieberman contacted Wexler on Earth.

Further investigation revealed that Roe remotely logged into the Cenargo servers, and downloaded several of the Babel project files. All backups of said files have since been found to be corrupted. As yet, technicians have been unable to establish how Roe achieved this.

3. Project Babel Research Labs

All the R&D work considered to be dangerous is done in the sub-levels of the Cenargo Building, or at a secret location outside Viking City. Project Babel was supposed to be pure research, and as such the research labs are located at the Cenargo Building, in the R&D office complex on level 44 (see Appendix D, handouts).

The labs assigned to Dr Roe are a small complex of 3 rooms – one main room, one private office for Dr Roe, and a small storage room. Access is by ID card and key-coded lock. Since the lab was sealed as a crime scene, there has been a CIS guard outside the labs at all times.

The Main Room:

The main room contains of two desks with computer terminals, and stacks of printouts and books (nothing particularly interesting) – lots of computer code, mathematical algorithms. The walls are covered in language charts and more printouts of computer code, as well as printouts of fractal images.

A Special Computer Programming check and 1d6+2 hours of study time here will reveal that the computer code is way beyond anything the Investigator has ever seen – it pushes beyond the boundaries of Foscolian Quantum Physics – SAN loss 0/1.

A forensic search of this room will reveal a trail of blood spots that lead from Dr Roe's office to the storage room.

The Storage Room:

This is where Roe hid the body of Justin Kline after he murdered him. The storage bin he was hidden in is covered in dried blood. There is a bloody handprint on the side – whoever left it there wore surgical gloves.

Dr Roe's Office:

If the main room seemed chaotic, then Dr Roe's office is even worse. There is a desk, computer terminal with a docking station for a laptop or PDA (missing), a bookshelf crammed with a library of books on mathematics, languages (ancient and modern), religion, the occult, mythology...

Search:

One book in a stack on the desk, *The Prophecies Of Science/The Science Of Prophecy: Cognitive Science and the Writings of Abd al-Azrad* is heavily annotated by what must be assumed to be Dr Roe's handwriting. See Investigators Information 3 and Keepers Information 7 for more details.

4. Dr Roe's Apartment

Dr Roe's apartment is on the outskirts of Viking City, in the Utopian Crescents estate – a row of apartments overlooking the Mare Utopia that follow the curve of the Mie Crater edge. The apartment building is owned by one of Cenargo's real-estate subsidiaries.

Ever since Dr Roe went missing, Klieberman has assigned a security detail to guard the missing scientist's apartment.

By suborbital, the journey from the Cenargo Building to the habitation pyramid will take 20 minutes, Capsalis landing the craft short distance from the looming row of pyramid buildings. A walk through the mall-like ground level of the habitation pyramid, followed by a swift elevator ride to the 116th floor, the location of Dr Roe's apartment.

Allow a Spot Hidden check as soon as the Investigators are out of the elevator and approaching the apartment up a 3m wide corridor. Success will reveal that the sliding door to Dr Roe's apartment is slightly ajar, and there are spots of blood on the carpeted hallway floor.

The Investigators have disturbed a team of MiliSci agents who are searching Dr Roe's apartment for clues to his location. They have killed the two Cenargo Security guards placed here by Klieberman. See the map for locations of rooms / occupants. The agents are mercenaries, all hired locally by a MiliSci agent named Cleaver. See Appendix A for statistics.

If a firefight ensues here, remember that the atmospheric pressure on Mars is still lower than the pressure maintained inside colony buildings. If the windows are smashed (AP4, HP4) during combat, the air in the room will quickly escape. Alarms will sound and inner doors will quickly slam shut and seal. Within 1d3+3 combat rounds, armoured shutters will seal the breach, and the room will be pressurised again. Building emergency teams will be notified and be on the scene in minutes.

Search:

The two Cenargo Security guards are dead. A First Aid check will place time of death quite recent – within the last hour maybe. Each wears Personal Body Armour and carries: 1x M11P auto pistol + 4x magazines; 1x TASER pistol + 2x magazines; tactical ComLink; Mobile Phone; anything else you think that a security guard should have on him.

If any of the intruders are caught/killed, they will be carrying no identification.

Searching the apartment will take the Investigators several hours. A successful Search check will discover each of the following:

1. Signs of a struggle in the bedroom. There are ropes around the bed-head, and spots of blood on the covers. If analyzed, this blood will be DNA matched with Penny Walker, Roe's missing assistant. Further searching in the bedroom will find a woman's shoe under the bed, also belonging to Penny Walker.
2. Geological survey maps of Valles Marineris, a region of Mars just south of the equator. Roe has taken the maps of Coprates Catena with him.
3. In Roe's office are numerous copies of *Fortean Times*, a copy of 'The Occult Conspiracy' (Occult +1%), a copy of 'The Paranormal Guide To The Unexplained' (Occult +4%), as well as numerous publications concerning man's search for alien intelligence amongst the stars.
4. One of these books 'Above Top Secret' has a newspaper printout that falls out of it. The headline is dated July 2263, and reads 'Geologist Falls To Death In Tragic Accident'. The story tells how a geologist by the name of Marcus Sinclair plummeted to his death from his apartment in Wells City, in what was apparently a terrible accident. If the Investigators follow up this lead, see Investigators Information 7: Marcus Sinclair.
5. Dr Roe had a safe. It has been opened and it's contents strewn across the floor.



5. Penny Walker's Apartment

Klieberman will advise against visiting Walker's apartment, as FedPol have sealed the site as a crime scene, and have officers on the scene.

Personnel files about Penny Walker don't give much away. An intelligent but shy 28 year old research assistant, Walker had worked with Roe ever since he arrived on Mars. She has no family on Mars, as she came to work here 3 years ago from England, Earth.

Give the Investigators Handout #2b:

Name:	Penny Walker
Age:	29
Date of Birth:	August 11 2242
Place of Birth:	European Federation, Earth
Marital Status:	Unmarried. Family - 3 sisters.
Education:	Studied mathematics at Manchester University.
Employment:	Has worked for Cenargo Corporation for past 4 years. Assigned to Project Babel (classified) in April 2270.
Other Notes:	She has no family on Mars, as she came to work here 3 years ago from England, Earth.

6. Justin Kline's Apartment

Justin Kline had a nondescript apartment on the south side of Viking City, in a Cenargo owned apartment building housing a lot of contract research staff. A search will not turn up anything interesting.

Give the Investigators Handout #2c:

Name:	Justin Kline
Age:	26
Date of Birth:	June 30 2245
Place of Birth:	United Americas, Earth
Marital Status:	Unmarried. Family – 2 brothers.
Education:	Studied languages at Oxford
Employment:	Has worked for Cenargo Corporation for past 2 years. Assigned to Project Babel (classified) in April 2270.
Other Notes:	

7. Justin Kline's Autopsy Report

Justin Kline was killed by several blows to the head from a blunt implement. Flakes of plastic and metal were found in his skull cavity. Time of death is placed at 3 days prior to the Investigators first meeting with Harlan Wexler. This places Roe at the scene of the crime (the CCTV shows him leaving the labs).

8. Rachel Wong

Rachel Wong is a low level admin clerk at Cenargo. She is currently at Viking City General Hospital, under FedPol guard. Cenargo PR are trying their best to convince FedPol that it was a simple case of breaking and entering gone wrong. CIS investigators turning up might suggest otherwise...

INVESTIGATORS INFORMATION 7

Marcus Sinclair

If the Investigators look into this story further, and want to find out more about Marcus Sinclair, they will discover that just prior to his death, Sinclair had been working for the Cenargo Corp Geological Survey, looking for evidence of subterranean deposits of Helium-3 on Mars. Oddly enough, it seems that sections of Marcus Sinclair's personnel file has been classified by CIS. That which is accessible reveals that Sinclair has a younger brother, who lives and works at Wells City, at the edge of Argyre Planitia. He has a wife and 3 children.

Investigators can contact Jack Sinclair via FedNet, or if they choose to, can go visit him.

Jack Sinclair works for Motokatsu-Kyono at their loading depot outside Wells City. Even though it has been 8 years since his brother's death, he still believes that Cenargo Corp haven't told him everything. He will be unwilling to talk about it over FedNet, and will suggest the Investigators visit.

INVESTIGATORS INFORMATION 8

CA104 Osprey Class Suborbital Transport Vehicle (STV)

Built by Consolidated Aerospace and based on an existing suborbital military scouting vehicle, the CA104 Osprey is the workhorse of the Mars colony. Many variants of the CA104 exist, including the CA104A courier (a fast and light cargo transport), the CA104A2 skytaxi (converted 104A capable of ferrying a small number of personnel in exchange for a reduced cargo capacity), and the CA104F Skybus (purely for personnel transportation with small cargo capacity). They are famous for being robust, hard-working and capable of long service.

The CA104 is about the size of a 20th century transit-van. It uses four vectored thrust engines to provide it with lift (and steering) and two fusion engines for its main propulsion system. The vectored thrust engines enable the Osprey to hover and to manoeuvre with great precision. Power is derived from a Hitomi F44 compact fusion reactor.

The Investigators will be assigned an A2 model, which can carry up to two crew and six passengers or a comparable amount of cargo. The CA104A2 is equipped with a fairly extensive electronics array which includes

radar, lidar, night vision and other navigation equipment. They are fully pressurised, capable of supporting a full compliment of passengers for 96 hours.

Piloting the Osprey requires Pilot Aerospace. With a full fuel load and a standard cargo or passenger load, the craft is capable of a top speed of 960kph. It has a flight ceiling of 90km, which equates to the upper reaches of the thin Martian atmosphere.

THE INVESTIGATION 6

An Associate of Mr Kitano calls

Before the Investigators depart for Wells City, they will be approached (perhaps in their hotel lobby) by a well dressed Japanese man who introduces himself as Mr Izo Nagata, an 'associate' of Mr Kitano.

If Nagata is allowed, he will say he knows that the Investigators are looking for a missing Cenargo scientist by the name of Dr Roe in connection with the possible theft of company secrets. So is Motokatsu-Kyono, and they are willing to provide serious remuneration to the Investigators if they provide Motokatsu-Kyono with copies of any such stolen secrets during their stay on Mars.

Whether the Investigators are interested or not, Nagata will hand them a holocard, with the dragon motif of the Motokatsu-Kyono Combine emblazoned upon it.

He is not willing to discuss the deal any further right now, instead telling the Investigators to contact Mr Kitano once they arrive back on Earth.



INVESTIGATORS INFORMATION 9

Wells City, Argyre Planitia

Home to over 7 million, Wells is the third largest city on Mars, after Viking City and Anchorpoint. It is located in the Argyre Planitia basin in the southern highlands of Mars.

The Argyre basin is approximately 1800km wide and drops 5.2km below the surrounding plains. The crater was formed by a giant impact during the Heavy Bombardment period of the early Solar System. This means the impact that created Argyre Planitia is thought to have occurred 3.9 billion years ago.

After extensive terraforming, the basin of the Argyre Planitia is now green with vegetation, fed by water flowing from the Borealis Sea, and the Valles Marineris. Apart from Viking City and Anchorpoint, Wells has the only large spaceport on Mars.

THE INVESTIGATION 7

What Marcus Sinclair Knew

Jack Sinclair will want to know if the Investigators are looking into his brothers' death, and will be disappointed to discover that they aren't. FedPol saw Marcus' death as an open and shut case of accidental death. His balcony gave way and Marcus fell to his death. There was no evidence of foul play.

Marcus had a sizeable life insurance policy with Cenargo Corp, which was paid out to his next of kin (Jack and his family).

If the Investigators express an interest in what work Marcus Sinclair was doing for Cenargo Corp, he will become more animated, talking in hushed tones.

"Marcus was a geologist by profession, and had been contracted by a Cenargo funded survey team examining the effects of terraforming on regions of the Valles Marineris. The research was hoped to provide valuable data for future terraforming operations on arid planets."

"Marcus never talked about his work much, probably thought he'd bore us all, but a few months before his accident, he spoke at length about how his team had 'stumbled onto something big' out in the Valles Marineris. He seemed quite excited about it, and talked about how the company had promised him and the others 'full share options'."

"Something must have gone wrong, because about a week after this conversation, Marcus arrived back at 'Wells. When I asked him what had happened, he was very reluctant to talk about it, saying only that the 'dig' had been shut down, his contract with Cenargo due to be terminated at the end of the month."

"I didn't speak to him again. His Will left everything to me and the family, including his insurance policy, and a picture of him and his colleagues at the site. I have tried to contact the other members of the team, but shortly after Marcus' death, they were all transferred to the Outer Colonies, and never returned any of my messages."

If the Investigator's ask to see the photo, Jack will go and dig it out. The photo depicts Marcus (pointed out by Jack) and 3 other people. Jack will say he knew one was called Sam. On the back of the photo is written a set of numbers, 4 groups of 8 digit numbers. Jack will shrug and say he has no idea what they are.

Unknown to Jack, the number sequences are MarsSat geographical coordinates for the dig site in Coprates

Catena. An Investigator with the Planetology skill can make a skill check to realise that the numbers are satellite coordinates for a location on Mars. If no one in the party has Planetology, allow any academic Investigators make a Know check at ½ skill.

Accessing the Mars Satellite Network covertly won't be easy. If the Investigator's choose to tell Klieberman what they have learned, and ask her to provide them with access, then Klieberman will make sure that any coordinates that the Investigators program the satellite network to look at will also be relayed to her. Using MarsSat, the coordinates show a region of the Valles Marineris called the Coprates Catena.

INVESTIGATORS INFORMATION 10

Valles Marineris / Coprates Catena [Maps 2 and 3]

The Valles Marineris is a system of canyons located just south of the Martian equator. The system is about 4000 km long, and, if on Earth, would extend all the way across the United States. The central individual troughs, generally 50 to 100 km wide, merge into a depression as much as 600 km wide. In places the canyon floor reaches a depth of 10 km, 6 to 7 times deeper than the Grand Canyon.

Terraforming has melted the water-ice once frozen at the bottom of the Valles Marineris. The valley floor is crisscrossed by semi-liquid rivers and long lakes, but because of the lack of sunlight at the bottom of the canyons, few plants will grow down here beyond some strains of genetically modified fungi.

From the smooth plateau of Ophir Planum, the dramatic canyon wall of Coprates Chasma falls in chutes and ridges for almost five miles to the dark floor of the canyon. Coprates Catena itself is a chain of collapsed structures, which run parallel to the main valley Coprates Chasma. These collapsed structures vary between 2500 and 3000 metres deep, which is far less than the depth of the main valley at 8000 metres. Since terraforming began the walls of Coprates Catena are prone to landslides caused by the thawing of subterranean ice aquifers. It was one such landslide that revealed part of the alien site.

Unlike the main valleys of the Valles Marineris, the valley chains of Coprates Catena have no connection to the lowland plains as compared to the main valleys.

THE INVESTIGATION 8

The Journey to Coprates Catena

The Valles Marineris is 3800km from Wells. At top speed, the Investigators STV could reach the region in just less than 4 hours. Coprates Catena is at the Eastern end of the canyon.

If the Investigators decide to head directly to Coprates Catena, there is a good chance that their STV will be picked up by sensors set up by MiliSci at a 50km perimeter around the dig site. The guards onsite have been killed by the Star Vampires summoned by Dr Roe (see later), but another team are already en-route...

KEEPERS INFORMATION 9

Whatever Happened to Dr Maximillian Roe?

After weeks of careful preparations, Dr Roe kidnapped his research assistant Penny Walker, and left Viking City in a Cenargo suborbital, heading directly towards Coprates Catena.

Forewarned in visions sent by Azhorra-Tha, Roe summoned two Star Vampires, and unleashed them upon the unsuspecting MiliSci guards at the dig site, killing them in short measure.

Leaving the Star Vampires to guard the entrance into the subterranean temple, Roe continued inside, disabling the 3x android research technicians at the site.

When the Investigators arrive at the dig site, Dr Roe is already well into his summoning, having found the star chamber above the temple, and in the middle of performing the ritual that he hopes will free Azhorra-Tha.

KEEPERS INFORMATION 10

The Base Camp: [Map 2]

At the bottom of Coprates Catena is the MiliSci base camp. It consists of:

Atmospherics:

8km down, the Coprates Catena is in perpetual twilight. Winds whistle up the canyons, carrying with it red fines (micron sized dust particles common on Mars) and water vapour.

Everything will be coated within minutes. Although there is water in the Valles Marineris, the intent is to drain the melting ice into regions that can benefit - for example the Argyre Planitia basin.

The winds moan and wail around the Investigators mournfully, as if warning them of an impending doom...

1. Landing Pad:

Large enough for a dropship, the landing pad has IR lights (invisible to human eye).

2. Suborbital:

Underneath a canopy by the landing pad is a suborbital, similar to the one the Investigators arrived in. It is currently powered down, in standby mode.

NEW HORIZON, campaign pack MB2.2

3. Power Generator:

A vehicle portable fusion power generator provides power for all the equipment at the base camp, as well as lighting inside the dig site. It is functioning normally.

4. Command Module:

Prefabricated module, covered in camouflage matting. Door is card activated. A Computer (Security) check at – 15% can bypass the security features.

Inside, the hum of technology can be heard, and in the subdued lighting, banks of computer screens can be seen, displaying information. The command module has a retractable communications array (booster sat at top of canyon).

Search:

Some screens appear to show offline security cameras, labelled: Transept, Temple 1, Temple 2. The cameras have been disconnected manually and cannot be brought on line.

Another console gives system readouts on 3x androids. Baines, Sherwin and Bryce. A Computer (Operation) roll can bring up current status and location of each:

- Baines (male)
Status: Offline
Location at time of shutdown: Lab Module
- Sherwin (male)
Status: Offline
Location at time of shutdown: Temple
- Bryce (female)
Status: Offline
Location at time of shutdown: Temple

5. Laboratory Module:

Prefabricated module, covered in camouflage matting. Door is card activated. A Computer (Security) check at – 15% can bypass the security features.

There is a reception area, with a row of lockers, each containing an environmental suit. There are three airlocks, each with a decontamination unit, leading into a 'clean' room. Two of the labs contain tables with various geological instruments, rock and sand samples etc. The third lab contains the android Baines. There are 3x TASER darts embedded in his chest. The darts have burnt out it's systems. An Electronics (Systems) check at -20% is required to bring Baines back on line, at which point he will view the Investigators as intruders, and activate an emergency beacon. Baines has an Identity Friend Or Foe tag on his jumpsuit next to his name tag. This will prevent the sentry guns in (9) from firing.

6. ATV:

An All Terrain Vehicle is parked here.

7. Accommodation Module:

Prefabricated module, covered in camouflage matting. Door is card activated. A Computer (Security) check at – 15% can bypass the security features.

This is where the site guards live. There is a main common area, containing a small galley, wall Media Centre, and a row of lockers (8). Currently 4x have contents. Personal effects, etc.

There is also an armoured locker, which needs a keycode to open it. A Computer (Security) check at – 15% can bypass the security features. It is a weapons locker. Within are 2x M29 Assault Rifles; 1x Combat Shotgun; 2x M11P Automatic Pistols; 1000 rds of 10mm ammunition; 100 shotgun cartridges. There is also a suit of Combat Armour. The armour is Medium size (will fit anyone SIZ 9-12), and requires a skill in Vacc Suit to use.

8. Equipment Crates:

Stacked here are about a dozen or so crates, containing things like food, water, medical supplies, geological equipment etc.



KEEPERS INFORMATION 11

The Dig Site [Maps 3-5]

Atmospherics:

Unless otherwise stated, there is a constant sound of air moving through the dig site by an as yet undiscovered ventilation system – it sounds like moaning. Along many walls there are power cables and halogen lights.

1. Entrance:

The entrance to the dig site is via a tunnel cut directly into the rock wall of Coprates Catena by what looks like an industrial fusion cutter. The tunnel is 5m in diameter, vaguely circular, with a flattened floor. The site appears to have once been completely enclosed by solid rock, with no entrance/exit. Seismic activity caused by terraforming and by meteor strikes split the rock wall of Coprates Catena, opening a fissure into the rock, and through the wall of the alien site's lower levels.

2. The Entrance Tunnel:

200m long, slopes slightly downwards. Cables run along walls from the power generator with lights at intervals.

About halfway down the tunnel, lying twisted in a grotesque fashion is a human corpse. The body is dressed in Mars camouflaged Combat Armour, which

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has a badge on it's shoulders: A Mu-Sigma logo in a pyramid.

If an Investigator wishes to examine the corpse more closely, they must make a SAN check (0/1d3). The corpse inside the armour has been completely drained of blood! Also, his weapon is missing.

3. Transept Chamber:

The tunnel emerges into a square chamber, 50m across and 10m height. Lights on tripod mounts illuminate the centre of the chamber, where lie two more corpses. At each corner is a 10m wide tunnel opening. Three disappear into darkness, one is lit. In front of each of these tunnels is a triangular shaped column, 5m high and covered in strange swirling patterns.

Search:

Both the corpses are soldiers like the one in the tunnel. Both are drained of blood. Unlike the soldier in the tunnel, these two have their weapons (M29s), magazines half empty. Examination of the columns makes the Investigator dizzy. The patterns seem to move. A SAN check is required (0/1).

4. The Transept Tunnels:

Each of the 10m wide tunnels heads off for 50m before suddenly sloping sharply upwards, disappearing into blackness of a vertical shaft.

- Tunnel A: Empty.
- Tunnel's B & C: Each contains a Star Vampire. See Appendix A for statistics.

The Star Vampires:

"The dim outlines of a presence come into view: the blood-filled outlines of an unseen shambler from the stars. It is red and dripping, an immensity of pulsing, moving jelly; a scarlet blob with myriad tentacular trunks that wave and waver. Suckers on these appendages open and close with a ghoulish lust. It is obscene: a headless, faceless, eyeless bulk with the ravenous maw and titanic talons of a star born monster..."

- Tunnel D: Has had a platform lift in a steel cage installed. There are boxes of equipment around the lift, and power cables running back to the camp outside. The lift goes up 15m to the Temple Chamber (5).

The lift in 4(d) is currently somewhere above, out of site. It must be 'called' from the control panel on the steel cage.

5. Temple Chamber:

A vast, subterranean chamber, octagonal in shape and approx 100m across, lit by lamps on tripods around the walls. The ceiling is shrouded in darkness, and is 40m high.

The chamber is dominated at it's centre by a huge (20m tall) green stone statue of some eldritch horror on a stepped platform: part frog, part squid, part insect, it is difficult to define, but it was not made by human hands, and awakens a subconscious fear in each of the Investigators. A SAN check (1/1d3) is required.

Around the statue at each point of the octagonal platform are arranged 8 green stone obelisks (each 5m tall) leaning in at 15 degree angle. Examination of the columns affects the Investigators like the columns in the Transept Chamber (5). Three of the obelisks have been destroyed. It looks like seismic survey charges were used to bring down the columns, recently.

Search:

Sherwin, one of the androids is here. The android appears to have been caught in the blast that brought down the obelisks. Closer examination of the destroyed obelisks reveals that the stumps are 'bleeding' a black ichor. Given time this ichor will become 'Formless Spawn'. Sherwin has an Identity Friend Or Foe tag on his jumpsuit next to his name tag. This will prevent the sentry guns in (9) from firing. Above the statue, the temple ceiling forms an inverse pyramid, it's 'apex' only 3m above the head of the statue. Against one wall, a platform lift in a steel cage is installed. There are boxes of equipment around the lift, power cables run up the wall. The lift goes up 40m and continues out of site through a square hole cut into the chamber ceiling.

6. Bryce The Android:

The lift emerges in a tunnel running N/S. The tunnel is 5m across, octagonal, cut from the living red rock of Mars. Lying against the tunnel wall here is the 3rd Android, Bryce. It has been shot at close range with an automatic weapon (the M29 that Roe took from the soldier in [3]). She is covered in congealed white 'blood' and eyes are fixed, staring into oblivion. Bryce's Identity Friend or Foe tag is missing.

7. Perimeter Tunnel:

This tunnel runs around the perimeter of the 3rd level of the dig site. The tunnel is 5m across, octagonal, cut from the living red rock of Mars. It runs through each of the Plinth Rooms (8).

8. Plinth Rooms:

The Perimeter Tunnel runs through these 4 chambers. Each is octagonal, with 3 exits. In the centre is a 1m high plinth, the top of which is flat, inlaid with silver metal in the shape of a star.

Search:

Touching the plinth gives the Investigator tiny static electric shocks. These Elder Signs are part of the binding matrix holding Azhorra-Tha prisoner.

9. Guarded Approach:

Each of these 4 tunnels are 3m wide, with a sentry gun at the end closest to the Star Chamber. All of the guns

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are active save one (the SE one), ranged to fire on intruders not wearing an IDFOF tag who approach.

Allow Investigators a Listen check to hear a regular beeping noise coming from somewhere up the tunnel. There is no cover in the tunnel once a sentry gun opens up. A Special Dodge check allows the Investigator to avoid some rounds (hit only by 1d10 instead of 1d20 rounds). See Appendix A for statistics.

10. Inner Gallery:

A 5m tunnel running in an octagonal perimeter around the Star Chamber (11) with wide openings in the NESW walls. A lift disappears out of side outside the N opening (to 12).

Listen:

From the Inner Gallery, a human voice can be heard, muttering indistinct words in a rhythmic pattern. This is Dr Roe, performing his summoning.

11. The Star Chamber:

15m x 15m octagonal chamber directly over the statue in the Temple (5) below. The floor of the room slopes slightly downwards towards the centre of the room, which is obscured by concentric rings of columns that fill the chamber. The centre of the room is dominated by a 10m diameter platform, with a huge Elder Sign cut into it, surrounded by alien glyphs.

Denizens:

Dr Roe and Penny Walker are here. When the Investigators arrive, Roe is stomping around on the platform, waving a large ornate knife. Penny Walker is bound (the bindings are riveted to the platform using a nail gun), naked and covered in hand painted runes (SAN loss 0/1d2). She looks very cold and is whimpering quietly.

If Investigators disturb Roe mid-incantation, he will whirl around, eyes rolling - completely insane. He will not listen to anything the Investigators say, and will scream at them:

"NO! YOU CANNOT STOP THIS! AZHORRA-THA MUST HAVE HIS BLOOD SACRIFICE! HE CANNOT BE DENIED!"

With that he will pull up the M29 he has slung across his back, and fire at the Investigators, while lunging towards Penny Walker, knife raised and glinting. See Appendix A for statistics for Roe and Walker.

THE INVESTIGATION 9

End Game: The Summoning of Azhorra-Tha

If the Investigators don't stop Roe from killing Walker, the blood will run down into the Elder Sign and drip onto the statue in the temple chamber below (5). This will complete the summoning ritual, and release Azhorra-

Tha, servitor of Azathoth. Azhorra-Tha will run amok, bringing the entire site down in ruins, buried forever beneath tons of Martian rock and sand. See Appendix A for statistics.

If the Investigators shoot Dr Roe, it is possible (and only then if you are feeling particularly malicious) that he will fall down onto the platform, and it will be his blood that runs into the Elder Sign.



KEEPERS INFORMATION 12

Project Babel and the Coprates [Map 6]

Fragments:

On Roes PDA are copies of the Cenargo data files concerning the Coprates Fragments: catalogued high resolution digital photos, 3D models of the Greys writings:

There are no human words for the obtuse mathematical writing employed by the Greys. Using a set of alien symbols, their "books" are five sided discs decorated on the edges with these glyphs and stacked on rods. As these various discs are turned to different positions according to complex formulae, the meanings of the symbols change according to their relative positions. By this method exceedingly long tomes can be contained on fairly small stacks – and incidentally their decipherment by humans becomes much more difficult.

The translated portions include a table of contents which indicate that vast amounts of the work are missing. The surviving sections provide detailed mathematical formulas, descriptions of various planets in the solar system, and some spotty information about the Greys' interference in human development.

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The mathematical sections are written in an odd code which would require years to crack (only months with computer assistance). These sections describe the nature of space-time, other dimensions, and the Greys modifications of humanity in exacting, though often incomplete, detail.

Sanity loss 1D6/2D6; Forbidden Science +3%/+7%; average 25 weeks to study and comprehend. (recommended spells: Agony Of The Damned, Enter the Shadow World, Call Masters of the Depths, Voorish Sign, Call The Murderously Malign).

12. Tunnel:

Octagonal tunnel, 5m wide, 4m high. In each 'outer corner' of the octagonal shape formed by the tunnel, a shaft 1.5m x 1.5m disappears into the ceiling. At each 'inner corner' is an octagonal opening, blocked by a luminous blue field of some kind. Next to each of these openings, signs have been put up which read:

"Warning: Androids and shielded humans only beyond this point."

Investigators can pass through the field seemingly harmlessly, although it does react when broken, emitting a weird whining noise.

The openings lead into the Hibernation Chamber (13).

13. Hibernation Chamber:

Octagonal chamber, 40m across. It is dark in here, the only light coming from the blue glow of the fields across each of the 4 entrances, and from the silently winking lights on a clutter of scientific monitoring devices close to the NW entrance.

In the centre of the chamber, radiating from a central column of black stone are what look like 5x sarcophagi, each 2m long and carved to resemble a thin humanoid creature with oversized head and large sloped almond shaped eyes. The sarcophagi are constructed out of an unknown, black metal.

Denizens:

MiliSci still haven't figured out how to open these sarcophagi. Fusion cutters won't penetrate them. Also, any living creature occupying the room for too long begins to experience unexplained psychological changes, resulting in temporary (and sometimes permanent) insanity. It is for this reason that MiliSci prefer to use androids at the site.

After a few minutes in the Hibernation Chamber, Investigators will begin to hear strange whispering voices, and 'see' things move out of the corner of their vision. If they leave now they will be fine. If they stay, they will experience a psychic assault, as an ancient alien presence enters their minds.

Match the Investigators' POW vs. PP20. Failure indicates a loss of 1d6 SAN. This will happen every MR until the Investigators leave the chamber.

14. Hidden Chamber of Writings:

A hole cut into the wall here reveals a 3m wide tunnel leading S. After 10m it opens into a 40x30m chamber, filled with octagonal plinths, about half of which have stacks of Greys writings on them (see Keepers Information 11).

15. The Vents

At each corner of the outer tunnel (12) a shaft 1.5m x 1.5m disappears into the ceiling. A Successful Spot Hidden check will reveal that a ladder has been installed in the SE vent.



THE INVESTIGATION 10

The Cleaners Arrive

When the Investigators turn up at Coprates Catena, a MiliSci team is already enroute. A MiliSci dropship will arrive just as the Investigators are confronting Dr Roe in the Star Chamber (11).

Any Investigators and/or NPCs left outside the dig site will contact those inside, saying that another vehicle has appeared. No markings. Before the Investigators can do anything, the channel will go dead, filled with static. The

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MiliSci team is here to 'clean' the site of any intruders, and has just destroyed the Investigators STV and anyone in it.

There are 2x squads of MiliSci SAD on board the dropship, who will immediately disembark and enter the dig site. They have orders to take one prisoner if possible, for interrogation, but if this is impossible, to just kill everyone at the site.

They will move quickly through the transept chamber (3) and into the temple (5). They will call the lift from (6), but will not use it, preferring instead to use the ladder on the outside of the cage, not emerging into the upper level until they have checked it with a fibre optic camera, and then thrown in smoke and stun grenades.

If the Investigators try to re-program the sentry guns, allow them a Computer Security check – they need a Special result and at least 20 minutes to do this. MiliSci will be forced to fire rifle grenades to disable the guns in this situation.

The MiliSci SAD are equipped with state of the art military hardware, including the latest in Smart technology. Before entering a hostile area, they send in a swarm of tiny, hovering camera drones, each about the size of a modern day computer mouse. The drones act as forward observers for smart weapons employed by the commandoes, using lasers to paint possible threats/targets. 20mm smart munitions are then fired from a safe distance, that home in on painted target. There will initially be 6 drones, and two smart gunners.

The drones are SIZ/01 and have 1HP. See Appendix A for statistics.

KEEPERS INFORMATION 13

Escape Route [Map 7]

If the Investigators are sensible, they won't attempt going toe-to-toe with a MiliSci SAD team. One possible escape route is up the vent with the ladder (15). It runs upwards at a 45 degree angle, 100m and emerges into a cavern complex, inside the wall of Coprates Catena. The caverns are pitch black, formed by ancient seismic activity millennia ago.

The Deux Ex Machina

If the Investigators took the business card from Mr Nagata (See 'The Investigation 5: An Associate of Mr Kitano Calls'), they won't have realised that it has a tiny transmitter embedded in it, enabling Motokatsu-Kyono to track it's location to within 100m from their orbital satellites.

If the Investigators get in serious trouble, or if you are feeling benevolent, then there is a deus ex machina to save them: the business card will start beeping. If the Investigator in possession of the card takes it out, a crackling hologram of Mr Nagata will appear in front of them, projected from the Motokatsu-Kyono logo.

The transmission signal is very weak, because the Investigators are underground. Mr Nagata will say that

Motokatsu-Kyono will effect their extraction from the immediate problem, and deposit them a safe distance from the dig site, in return for copies of any project files the Investigators managed to recover from Dr Row. If the Investigators agree, Mr Nagata will say that the business card contains a homing beacon that Motokatsu-Kyono will be able to pinpoint once the Investigators are on the surface. It is up to them to get to the surface however...

16. The First Cavern:

The cavern where the vent emerges is roughly 40m N/S and 15m E/W and towers over them into darkness.

Search:

If the Investigators have a light source, they will find 3 tunnels leading NW/N/NE from the far end of the room.

17. Cathedral Cavern:

This vast cavern is as large as a cathedral - larger even. Huge columns of stone connect the floor to ceiling, where stalagmites and stalactites have joined. The floor is wet and in patches extremely slippery. Black algae grows in clumps and anyone standing on it requires a DEXx1 roll to remain standing. Anyone falling over suffers 1d3-1 points of damage due to cuts and abrasions.

18. The Maze:

From this cavern, the N wall is a honeycomb of tunnels. They lead into a vast maze of tunnels that stretch for several km under the surface of Mars.

19. The Fissure:

This cavern is on two levels, split E/W be a 5m wide fissure in the ceiling, walls and floor. The floor of the E side of the cavern is approx 5m higher than the W side.

The Fissure is only 15m deep, but there are jagged rocks, jutting slabs, saw-toothed ridges and uneven gullies down there, which will deal 2d6 damage to a random hit location in addition to normal falling damage.

20. The Chimney:

This cavern has two features of note. One is a tunnel about 5m up the E wall, the other is a vertical natural chimney in the rock. The sides of the chimney are rugged and there are plenty of handholds. Far above, faint daylight can be seen. If the Investigators attempt to get out of the caverns this way, they face a 300m climb. They must make a Climb roll every 30m. Failure indicates they do not progress that MR. Only a Fumble will cause an Investigator to fall.

If you want to add drama, have one of the MiliSci SAD appear at the bottom of the chimney once the Investigators are halfway up. The chimney emerges into (23).

21. The Squeeze:

The tunnel here becomes extremely narrow. Anyone over SIZ16 cannot fit without removing bulky equipment,

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and even then must make a Luck check to avoid becoming wedged.

Investigators in Combat Armour or other bulky clothing cannot fit.

22. The Window:

After a long winding path, this tunnel opens out overlooking the base camp in Coprates Catena. Their homing beacon will work from here, but Motokatsu-Kyono won't want a direct confrontation from MiliSci, and will tell the Investigators to get some distance between them and the site. Below them, they can see 2x military looking dropships, and beetle like forms of armoured figures moving about the base camp.

23. The Impact Crater:

The Chimney emerges in a canyon at the bottom of a particularly deep impact crater north of Coprates Catena. The crater is over a km deep, and it would take many hours to climb it's steep, jagged sides, even with professional climbing equipment. Luckily for the Investigators, the homing beacon in the Motokatsu-Kyono business card will be picked up by one of the company's orbiting satellites, and will begin beeping again.

THE INVESTIGATION 11

Rescue!

After about 20 minutes, an STV will swoop down into the crater from the north. Landing in a storm of red dust, armoured soldiers wearing the Motokatsu-Kyono corporate logo jump out, accompanied by Mr Nagata, dressed in cold weather clothing. Before he will allow the Investigators on board, he will ask for the Project Babel files. This is non-negotiable. If the Investigators refuse, Nagata will simply leave them in the crater to fend for themselves.

If they hand over Roe's PDA, Nagata will check it, and when happy it contains the data he is after, will wave them on board.

As the STV soars away from Coprates Catena, Mr Nagata will suggest to the Investigators that they don't discuss today's events with anyone at Cenargo. Considering the fact that Mr Roe is now dead, and his assistant's account unreliable at best, perhaps they should invent a story about where they found the missing scientist.

THE INVESTIGATION 12

Loose Ends

With the Project Babel files safely in their possession, the Investigators can safely return to Viking City, and meet with Yelena Klieberman, to contact Harlan Wexler and tell him the good news. Wexler will seem happy that

they have retrieved the said items, and not too concerned that Dr Roe was not apprehended alive.

Wexler will sign off by saying that Dr Roe was foolish to cross his employer, and he hopes that the Dr's demise will serve as a reminder to the Investigators that stealing from Cenargo carries a heavy penalty.

If the Investigators have taken a copy of the project files for themselves, their personal belongings will be searched while they are in cryosleep on the journey back to Earth. If evidence of industrial espionage is found, the perpetrator will be met at Unity Space Station by a team of Cenargo security officers and arrested. They will be charged with trumped up charges of smuggling and quickly convicted.

If the Investigators email a copy of the data on the PDA to themselves, for retrieval later, they will be in for a surprise. Wexler will have had their email accounts monitored for unusual traffic (standard policy with all personnel working for Cenargo R&D).

Those Investigators who have not chosen to cross Cenargo will be rewarded with a bonus of E\$1000 in Cenargo stock options. They can keep them or cash them in straight away.

If Penny Walker was rescued, she will eventually make a full recovery, after a spell in a psychiatric hospital on Mars.

If Professor Roe is captured, he will be charged with industrial espionage and handed over to FedPol.

Rewards:

Tracking down Roe and stopping the ceremony earns the Investigators an award of 2d6 SAN.

THE END.

ACKNOWLEDGEMENTS

Certain elements concerning the Coprates Fragments, Maximillian Roe and Ethan Caine were inspired by events in Dr. Michael C. LaBrossiere's 'Endtime' Call of Cthulhu setting.

The rules for altitude sickness and hypoxia are adapted for Mars from the classic Call of Cthulhu adventure Beyond The Mountains of Madness. The Mars trilogy by Kim Stanley Robinson.

The Pyramid-style buildings at the Mars colonies were inspired by the ABC Warriors Book 2.

Aliens on Mars – I have to give Total Recall a name check too. ;-)

APPENDIX A: NPC CHARACTERISTICS

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter.

DR MAXIMILLIAN ROE

Insane scientist aged 48. Tall, wiry, grey haired.

STR: 09 Move: 3
CON: 12 HP: 25
SIZ: 13 Dex SR: 2
INT: 18 SAN: 0
POW: 16
DEX: 16
APP: 10
BRA: 09



ATTACKS:	ROF	A%	PV	DAM
M29 Rifle	3	35	+3	2d8
Knife	1	35	+0	1d4+2

Armour:

Personal Body Armour (4AP) on chest and abdomen, and cold weather clothing (1AP).

Notes:

Roe is completely insane, and cannot be reasoned with. In his possession he has a PDA containing the missing files from Project Babel, as well as several files that seem to be source code for fractal programs designed to aid in summonings. The knife he wields is Nestarian in origin, bought from an occult shop in Paris for cash.

PENNY WALKER

Cenargo Research Assistant. Age 29.

STR: 09 Move: 3
CON: 10 HP: 20
SIZ: 10 Dex SR: 2
INT: 14 SAN: 60
POW: 14
DEX: 16
APP: 14
BRA: 10



ATTACKS:

None. Base chance in any attack only

Armour:

No armour. Her cold weather clothing has been discarded in a corner of the chamber.

Notes:

Research assistant Penny Walker is suffering from temporary insanity, manifesting itself as a borderline catatonia. She can be led around, but cannot answer any questions, and will whimper and cry continuously. Penny Walker won't be much use to Investigators, but will be grateful for their rescue once she recovers.

MILISCI AGENTS (x3)

Military looking men.

STR: 14 Move: 3
CON: 14 HP: 27
SIZ: 13 Dex SR: 3
INT: 10
POW: 10
DEX: 14
APP: 10
BRA: 13

ATTACKS:	ROF	A%	PV	DAM
M11P Pistol	3	75	+0	1d10+2
M41 SMG	3	75	+0	2d6+4
Combat Knife	1	75	+0	1d4+2+1d4

Armour:

Personal Body Armour (4AP)

Notes:

They will shoot anyone who comes through the door to the apartment, then throw smoke grenades and try to make their escape out the window (they have an STV waiting just outside the window, which they will drop into). This exist will obviously depressurize the apartment.

If any of them are captured, the team leader Cleaver (in the STV) will remotely detonate a small explosive device implanted at the base of each of the agent's skulls. It will cause immediate death.

MILISCI SAD (x8)

Mean lean fighting machines.

STR: 15 Move: 3
CON: 16 HP: 30
SIZ: 14 Dex SR: 3
INT: 13
POW: 12
DEX: 15
APP: 10
BRA: 15

ATTACKS:	ROF	A%	PV	DAM
M11P Pistol	3	75	+0	1d10+2
M29 Rifle	3	75	+3	2d8
Rifle Grenade	1	50	-	varies
Combat Knife	1	75	+0	1d4+2+1d4
Smart Munition	-	100	+3	2d8

Armour:

Combat Body Armour (8AP)

Augmentations:

Muscle Augmentation (BioTech), Smartlink (Cyber), Cyber Melee Weapons (Cyber)

Notes:

Shoot to kill, emotionless black ops troopers for whom killing is just part of their job. Cannot be bargained with.

M76 REMOTE SENTRY WEAPONS SYSTEM (RSWS)

A remote perimeter defence weapon in use by many military organisations. It consists mainly of a tripod stand, battery pack, breech and barrel assembly, sensor array, and 500-round ammo drum. The RSWS has 360-degree fire action, and mounts a pulse-action machine gun with a cyclic rate of 1100 rpm. The RSWS sensor array is mounted above the barrel, covering a 60-degree cone in front of the weapon.

The M76 RSWS has an onboard Delta Level AI capable of a limited amount of autonomous decision making based on a set of pre-programmed parameters. Different software packages are available for a wide range of theatres. Each gun platform can be set to query the operator if certain situation patterns occur. The sensing suite consists of an infrared detector, lidar, light optics, and an ultrasonic motion tracker. If set to "auto-remote", the RSWS system will scan all targets, then classify them using an Identification Friend Foe (IFF) transponder, and take appropriate action.

The base attack chance for the M76 RSWS to hit a target is 30%. A successful Computer Operation check by the operator during set up of software increases this to 45%.

ROF:	FA
Fire Mode:	A/FA (burst: 20)
Damage:	2d6+2
Armour Penetration:	+4
Maximum Range:	1500m
Weight Unloaded:	7.5kg
Ammo:	500 rd drum (2.5kg)
Fail:	99

STAR VAMPIRE

Shambler from the Stars

STR:	30	Move:	6/9
CON:	15	HP:	45
SIZ:	30	Dex SR:	3
INT:	11		
POW:	16		
DEX:	10		
HF:	1/1d10 to see it / be attacked by it.		

Armour: 4 point hide;

Bullets only do ½ damage (round down)

ATTACKS:	A%	DAMAGE
1d4 Talons	40%	1d6+2d6
Bite*	80%	1d6 STR drain/rd

* the bite attack applies to the monstrous suckers on the end of the talonous tentacles. If a claw attack succeeds, the Vampire may attempt a bite attack against the same target. To break free, the victim must destroy the talon (deal 10 HP damage) or roll STR vs. STR.



AZHORRA-THA

Lesser Other God.

A bloated toad like creature with hints of insect and squid, which seems to be constantly squirming and changing shape, and from which emanates a ghastly undulation, a piping.

STR:	40	Move:	5
CON:	70	HP:	170
SIZ:	100	Dex SR:	4
INT:	12		
POW:	50		
DEX:	06		
HF:	1d6/1d20		

ATTACKS:	SR	A%	DAMAGE
Tentacle	2/5/9	60	8d6

Armour:

No armour, but physical weapons do minimum damage (even if critical/impale), and impaling weapons (such as bullets) only do 1 point of damage. Spells and magic weapons do normal damage. Regenerates 3HP/round.

Notes:

Has summon/bind spells for creatures like Byakhee, Hunting Horrors, etc.

APPENDIX B: PRE-GENERATED PLAYER CHARACTERS

Lance Fedderson

The Company Suit

Age: 27 **Occupation:** junior executive

Nationality: British (European Federation)

STR:	14	CON:	15	SIZ:	13	INT:	16
POW:	16	DEX:	15	APP:	12	BRA:	14
HP:	28	DB:	+1D4				

Skills:

Bargain 35%, Dodge 40%, Fast Talk 45%, First Aid 50%, Geology 11%, Hide 30%, Library Use 45%, Listen 45%, Sneak 30%, Low/Zero Gravity Operations 40%, Persuade 55%, Psychology 35%

Weapons:

Handgun 50%, Rifle 45%

Description:

Lance Fedderson is a junior executive at Cenargo Corp Earth. From a privileged background and expensive education, he is eager to prove his worth to the company. This is his first field mission outside of the Cenargo offices on Earth, and he is excited to have been given the assignment by his department manager. If Fedderson is on the team, it is to make sure company interests are represented and protected. Fedderson is a classic corporate executive.

Amie Nakamura

The Computer Specialist

Age: 26 **Occupation:** systems analyst

Nationality: Japanese (Pacific Rim Affiliates)

STR: 10 CON: 12 SIZ: 10 INT: 16
POW: 12 DEX: 13 APP: 12 BRA: 11
HP: 22 DB: +0

Skills:

Computer Use 71%, Electrical Repair 91%, Electronics 91%, Physics 71%, Zero/Low G Operations 50%, Chinese 11%, Russian 6%

Description:

Nakamura is a systems analyst, currently contracted to the data library division of Cenargo Earth. She is not one for field work, or for socialising for that matter. She prefers the company of her computer. She has been assigned to the investigation by her department manager to improve her teamwork skills. Nakamura studied computer science in the in the European Federation and has lived there since graduating. If Nakamura is on the team, it is to provide computer support for data analysis and retrieval.

Ted Sparver

The Internal Security Investigator

Age: 36 **Occupation:** investigator

Nationality: British (European Federation)

STR: 17 CON: 14 SIZ: 16 INT: 12
POW: 12 DEX: 13 APP: 13 BRA: 17
HP: 30 DB: +1D6

Skills:

Dodge 38%, First Aid 50%, Hide 30%, Listen 45%, Martial Arts 41%, Mechanical Repair 40%, Sneak 50%, Low/Zero Gravity Operations 50%

Weapons:

Fist 50% 1D3+1D6, Grapple 45%, Kick 45% 1D6+1D6, Handgun 40%, Rifle 75%, SMG 45% Shotgun 60%

Description:

Sparver is ex Federal Law Enforcement Authority (FLEA), now working as an investigator for CIS, Cenargo's internal security division. During his time in FLEA, Sparver spent some time at the Luna colony, and also visited Mars on one occasion. Tough but fair, Sparver is the logical leader for the investigative group - in Cenargo's eyes anyway.

Sparver has dealt with incidents of industrial espionage on numerous occasions, and has been assigned to the team to investigate the possibility that Roe has defected to a rival corporation.

Sparver is married with one child.

Monika Jackowski

The Internal Security Officer

Age: 30 **Occupation:** investigator

Nationality: Czech (European Federation)

STR: 14 CON: 15 SIZ: 14 INT: 13
POW: 14 DEX: 13 APP: 14 BRA: 14
HP: 29 DB: +1D4

Skills:

Accounting 20%, Bargain 15%, Biology 21% Credit Rating 15%, Law 6%, Listen 45%, Low/Zero G Operations 60%, Martial Arts 51%, Navigate 30%, Persuade 40%, Psychology 30%, Sneak 40%, Spot Hidden 50%, Throw 40%

Weapons:

Fist 60% 1D3+1D4, Grapple 35%, Kick 35%, Handgun 55%, Rifle 65%, SMG 25%, Shotgun 40%

Description:

Jacowski is a Cenargo Corp security officer - a corporate soldier, pure and simple. She is along as 'muscle' should it be needed - either in defence of the team, or to prevent the team doing anything untoward. If Sparver is in the team, Jacowski will be most loyal to him. Jacowski is also ex FLEA - in fact Sparver got Jacowski her job at Cenargo after she left police work.

Jacowski is unmarried and has no dependants.

Curtis Fisk

The internal Security Tactical Specialist

Age: 33 **Occupation:** corporate soldier

Nationality: British (European Federation)

STR: 16 CON: 16 SIZ: 14 INT: 13
POW: 13 DEX: 13 APP: 13 BRA: 17
HP: 30 DB: +1D4

Skills:

Dodge 40%, First Aid 50%, Hide 50%, Listen 45%, Martial Arts 41% Mechanical Repair 30%, Sneak 40%, Low/Zero Gravity Operations 50%

Weapons:

Fist 60% 1D3+1D4, Grapple 45%, Kick 55% 1D6+1D4, Handgun 50%, Rifle 65%, SMG 35%, Shotgun 60%

Description:

Curtis Fisk is a Cenargo Corp Internal Security Tactical Specialist - a corporate soldier, pure and simple. He is along as 'muscle' should it be needed - either in defence of the team, or to prevent the team doing anything untoward that will cause trouble for the company public image.

He has worked for Cenargo for four years since mustering out of the Colonial Marines. Fisk spent most of his 20s in the Corps, seeing action at the end of the

NEW HORIZON, campaign pack MB2.2

Colonial Wars in 2260. Fisk is good at following orders, but not so stupid as to follow them blindly.

Erica Neuendorf

The Psychologist

Age: 33 **Occupation:** journalist

Nationality: German (European Federation)

STR: 11 CON: 10 SIZ: 13 INT: 15
POW: 13 DEX: 12 APP: 11 BRA: 13
HP: 23 DB: +0

Skills:

Computer Use 22%, Medicine 54%, Credit 50%, Library Use 65%, Listen 55%, Physics 35%, Psychology 65%, Latin 15%

Description:

Neuendorf is an occupational psychologist working on a part-time basis for Cenargo Earth. In this role Neuendorf focuses on how work conditions and tasks can affect people by developing or constraining them and influencing their wellbeing. She also lectures on psychology and parapsychology at Oxford University. Neuendorf is on the team to assess Dr Roe's psychological condition.

Max Kesselman

The Pilot

Age: 38 **Occupation:** aerospace pilot

Nationality: Dutch (European Federation)

STR: 11 CON: 13 SIZ: 11 INT: 15
POW: 13 DEX: 14 APP: 13 BRA: 16
HP: 24 DB: +0

Skills:

Astronomy 71%, Art 35%, Computer Use 61%, Electrical Repair 21%, Electronics 21%, Mechanical Repair 21%, Navigate 80%, Physics 71%, Pilot Space Ship 21%, Pilot Shuttle 21%, Photography 30%, Zero/Low G Operations 60%

Description:

Kesselman is an aerospace pilot working for Hercules Shipping, one of Cenargo's many haulage subsidiaries. Kesselman has a military background, serving in the United Earth Armed Forces as an aerospace pilot 12 years ago during the Colonial Wars. Kesselman never saw much action, but talks up the little he did see to impress the ladies. He also likes a drink, though this has never compromised his day job - so far. If Kesselman is on the team it will be as the 'designated driver'.

Kesselman is divorced with 2 children.

Jamie Ketner

The Researcher

Age: 33 **Occupation:** journalist

Nationality: American (United Americas)

Description:

Ketner is a freelance journalist, currently living in London. He has been employed as a writer and researcher for Offworld, one of Cenargo's many corporate publications (this particular one being a pseudo-corporate newsletter / advertising platform for Cenargo's interstellar colonisation arm). Ketner is currently under contract to Cenargo and has had to sign a contract with a confidentiality clause, which he isn't happy about. If Ketner is on the team, it is for his investigative skills exhibited in his journalist career.

Nelson Misiak

The Scientist

Age: 24 **Occupation:** researcher

Nationality: British (European Federation)

STR: 11 CON: 14 SIZ: 11 INT: 15
POW: 13 DEX: 14 APP: 12 BRA: 14
HP: 25 DB: +0

Skills:

Archeology 21%, Biology 21%, Chemistry 11%, Drive 40%, Fast Talk 15%, Jump 35%, Geology 21%, History 30%, Library Use 65%, Natural History 40%, Occult 45%, Psychology 25%, Swim 65%, Throw 75%, Xeno-Archeology 51%

Description:

An academic graduate from Cambridge University, Misiak currently works for Cenargo Earth R&D as a lab assistant and researcher. He has been assigned to the team to provide onsite scientific support should it be needed. His main goal is to recover Dr Roes work. Misiak doesn't have any special security clearance concerning the work.

APPENDIX C: MARK VII MARS SUIT

Designed early in the Mars colonisation programme, the Mars Suit has gone through several iterations, but the basic principle remains the same: a suit of protective clothing that provides both enhanced extravehicular activity (EVA) locomotion, and life support based on the concept of providing a 'second skin' capability to the wearer. There is no decompression period before using the Mars Suit.

The Mars Suit works in a similar way as the standard compression suit, and consists of:

1. An inner thermal regulation garment which contains a network of heating filaments.

NEW HORIZON, campaign pack MB2.2

2. A self-sealing smart layer. In the event of the suit's environment being compromised, micro-pores built into this smart-layer secrete a liquid polymer which solidifies in seconds, re-sealing the suit. This smart layer can cope with small tears and holes.
3. An elastic outer layer which is both durable and relatively comfortable (2AP).
4. The hard torso shell which seals with couplings at the hips. The hard torso shell contains the suit's power supply, which can keep a MkVII Mars Suit running under normal conditions for up to 30 days. It also contains a Delta Level AI which monitors both the suit integrity and the wearers vital signs for any health problems.
5. Portable life support system, which attaches mechanically to the hard torso shell, and provides gas counter pressure and full air supply if needed for up to 72 hours. In supplementary mode the suit air lasts 16-18 days under normal conditions, though the suit makers recommend not attempting to push to these limits.

In addition each Mk VII Mars Suit also comes equipped with:

- Utility belt and pockets for personal equipment.
- Integral audio communicator featuring full digital clarity as well as burst compression and private channel selection. 250 channels are available on the standard model. Range is 500km
- Suit mounted torch.
- Heads Up Display incorporating IR and LI with electronic rangefinder.
- Full control of life support settings

- Emergency repair kit (a simple electronics tool kit plus some suit patches and spray epoxy should the smart layer stop functioning).
- Medical kit
- Emergency survival kit including: 1 litre thermal canteen; first aid kit; folding shovel; ice pick; knife and sheath; signal mirror; water purification kit; chemical lantern. The kit comes in a pack 30cm x 12cm x 12cm.



APPENDIX D: HANDOUTS

INVESTIGATORS HANDOUT 1

The Assignment:

A highly placed employee of Cenargo, Dr Maximillian Roe, has gone missing on Mars with his research findings. The death of at least one member of Cenargo personnel is involved.

Cenargo are concerned that Roe has been in contact with a rival corporation intent on selling company secrets to them, but that this corporation may now have kidnapped the Doctor instead. Roe was involved in a top secret company project codenamed BABEL and it is believed he has project files in his possession that the company want back.


Wexler explains that Director Saunders, CEO of Cenargo Earth has authorised him to assign a team to locate Roe along with the information he possesses. He is to be placed in custody and shipped back to Earth to be investigated on grounds of industrial espionage. The files he possesses are to be returned safely to Cenargo Earth company HQ in London.

Obviously the investigation must be low-key, as Cenargo does not want it broadcast to it's rivals that one of it's employees may have stolen company secrets. Investigators must sign a standard Cenargo contract. Permission is granted to question Roe's friends and colleagues, but Project Babel is still classified.


INVESTIGATORS HANDOUT 2

Personnel Files:


Dr Maximillian Roe – Personnel File Summary:

Name:	Dr Maximillian Roe	
Age:	48	
Date of Birth:	April 17 2223	
Place of Birth:	Austria, European Federation, Earth	
Marital Status:	Unmarried. Family – 1 brother, lives in United Americas.	
Education:	Studied languages at Oxford	
Employment:	Lectured at Copernicus University, Mars for 8 years, during which time he published 2 papers on languages. Has worked for Cenargo Corporation for past 11 years. Assigned to Project Babel (classified) in July 2270. Previous assignment was Project Metaphrase, a joint project with Artificial Life Inc concerning development of it's AI translation software.	
Other Notes:	Travelled Sol system extensively during 20s. Took 3 month leave of absence from work in July 2270 for 'nervous exhaustion'. Returned to work October 2270.	

Justin Kline – Personnel File Summary:

Name:	Justin Kline	
Age:	26	
Date of Birth:	June 30 2245	
Place of Birth:	United Americas, Earth	
Marital Status:	Unmarried. Family – 2 brothers.	
Education:	Studied languages at Oxford	
Employment:	Has worked for Cenargo Corporation for past 2 years. Assigned to Project Babel (classified) in April 2270.	

Penny Walker – Personnel File Summary:

Name:	Penny Walker	
Age:	29	
Date of Birth:	August 11 2242	
Place of Birth:	UK, European Federation, Earth	
Marital Status:	Unmarried. Family - 3 sisters.	
Education:	Studied mathematics at Manchester University.	
Employment:	Has worked for Cenargo Corporation for past 4 years. Assigned to Project Babel (classified) in April 2270.	

INVESTIGATORS HANDOUT 3

Cenargo Corporation



Industry Sectors	Aerospace, spacecraft manufacturing, colony management, and medical technology.
Current Share Price	E\$55
Ownership	EF Government 9%; Board 51%; Private investors 40%
Corporate HQ	Earth (London) and Mars (Viking City)
GDP	E\$106.4 billion

The Cenargo Corporation was founded by the merger of Centaur Technologies and Argon Aerospace, the companies who funded the development of the Foscolo reactionless displacement drive. As a result of its early investment in the technology which made economically viable space travel a reality, Cenargo Corp became very rich. Cenargo's has since diversified into many new fields including spacecraft manufacturing, colony management, and medical technology.

Today the company works closely with world governments in the areas of space exploration, commerce, colonization, and military trading. More recently Cenargo has become involved in the development of new weapons technology in order to ensure the safety of its terraforming colonies transport ships, and the lives of Company employees who serve on them. Humanity has explored space for centuries, and the discovery of every new world presents new dangers. These factors are taken very seriously by the Company, and the Bio-Weapons Division is constantly developing new forms of protection against such threats.

The many branches of Cenargo Corp work together under the close scrutiny of the shareholders to ensure that all projects meet Company standards. In this universe of fear, treachery, and intrigue, it is very difficult to know your true friends. By far, your most powerful one is Cenargo.

History

2249 The Mercenary War

THE OUTER RIM: Rival mercenary units clash in the Outer Rim, despite both having being hired by Cenargo to protect colonial assets against pirate activity. Both force's contracts are promptly revoked, but fighting escalates, forcing Cenargo corporate forces to become involved.

The war is finally brought to an end with the signing of the Mercenary Charter, formulated by the ICA, laying out a code to which all mercenaries are expected to adhere.





Mars in the 23rd Century supports a thriving colony with a population in excess of 100 million. The first planet colonised from Earth, its population can trace their families back generations before reaching Earth-relatives.

By the time of the Second Exodus began (2166-96), Mars had undergone over half a century of intensive terraforming. Enough free-standing water now existed to form ice clouds, substantial rivers and lakes and even a small sea in the northern polar regions. Terraforming has also altered Mars' atmosphere. The partial melting of the southern polar icecap released large quantities of carbon dioxide, causing an increased greenhouse effect, raising the average surface temperature of the planet. Genetically engineered plants were seeded across the planet in vast quantities, which rapidly enriched the atmospheric levels of Nitrogen and Oxygen.

The atmosphere on Mars is thin but breathable at ground level in the northern hemisphere, but it is still the recommendation of the Mars Administration that residents and visitors alike wear a Mars Suit while out on the planet surface. Your Mars Suit will also protect you from the increased levels of ultra-violet radiation. In of the highlands of the south an artificial air supply is still required at all times. It is a standard practice for all visitors to Mars to be issued with a Mars Suit upon arrival. Please note that there is a E\$100 deposit required, which is refundable at the end of your stay upon return of the suit. Please take care of your Mars Suit – you are liable for any damage to the suit whilst it is in your possession.

Those unaccustomed to the rarefied atmosphere of Mars can quickly succumb to a condition similar to Altitude Sickness. Symptoms can include:

- Lack of appetite, nausea, or vomiting
- Fatigue or weakness
- Dizziness or light-headedness
- Insomnia

Additional early indications of altitude sickness may include shortness of breath upon exertion, persistent rapid pulse, drowsiness, general malaise, and peripheral edema (swelling of hands, feet, and face). Visitors to Mars are encouraged to attend the free Mars Acclimatisation Courses that are run in all the major cities and at John Carter Space port, Phobos.

Despite all the changes, Mars is still plagued by seasonal dust storms, and it's cities are all built using a pyramidal building design, which provides best protection against the sometimes harsh Martian weather. Outside of the artificial G-fields of the colony buildings Mars gravity is still only one third that of Earth. Mars has some remarkable geological characteristics, including the largest volcanic mountain in the solar system, Olympus Mons (27 km high and 600 km across).

A number of large manufacturing corporations are based on this planet, and this industry is supplemented by large orbital and surface cargo facilities that handle commodities to/from outlying systems.

Mars' largest moon, Phobos, is the location of both John Carter Spaceport, and Ares Fleet Base, home port of the Sol Defence Fleet (the UEAF 1st Fleet), and home to over 30,000 military personnel. It was moved, from 6000km to 17000km from the surface of Mars, into a geo-stationary orbit in 2111 to become the orbital anchor for the Martian Space Tether.

Viking City:

Built in and around the Mie Crater is the largest city on Mars - Viking City. Mie Crater is a large basin formed by asteroid or comet impact in Utopia Planitia. The crater is approximately 104 km (65 mi) across. It lies in the Northern Marshes on the shores of the Utopia Planitia Sea. Viking City is home to over 10 million colonists, and is a vast sprawl of pyramid buildings and geodesic domes of all shapes and sizes. It is the location of the Mars Administration.

MARS SURFACE MAP

CREATED BY MARSSAT HIGH RESOLUTION IMAGERY JUNE 2268
IMAGE ABSTRACTED AND WEATHER SYSTEMS DIGITALLY REMOVED

0 KM 2000 KM



PROJECT BABEL RESEARCH LABS



PHOTO OF MARCUS' GEOLOGICAL EXCAVATION TEAM



Left to right: Marcus Sinclair, ?, Sam ?

DR ROE'S APARTMENT ON MARS



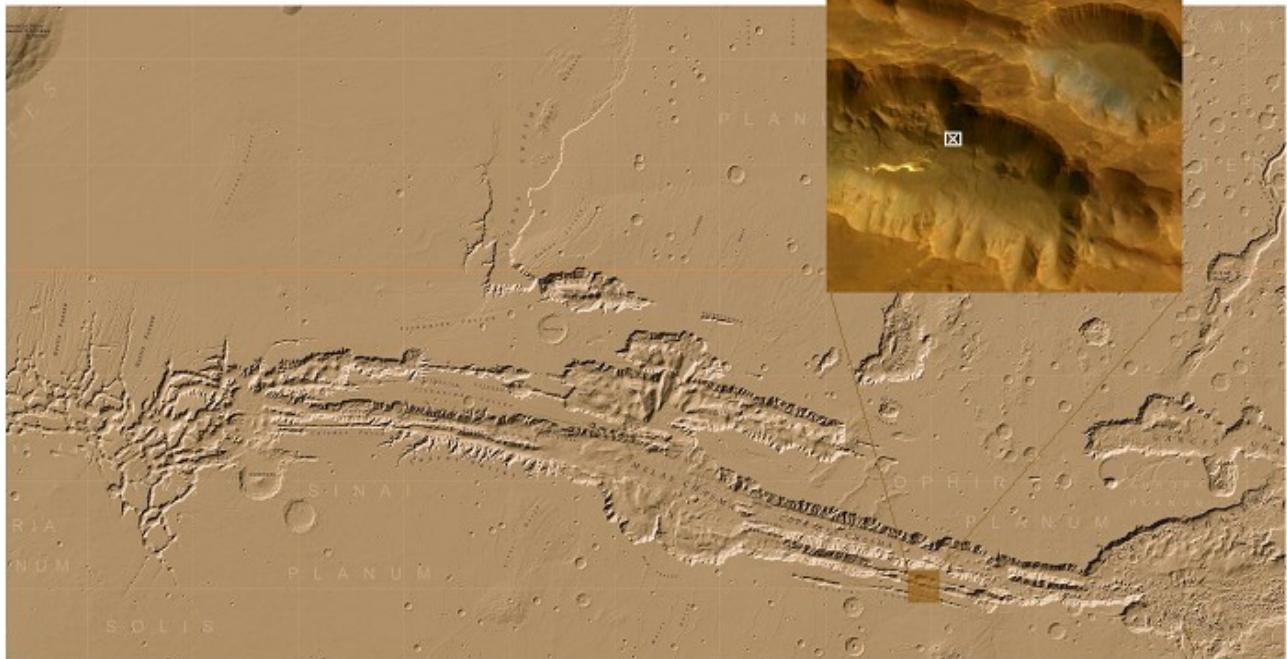
MARSSAT REGIONAL GEOGRAPHIC MAP: VALLES MARINERIS



MARS SURFACE MAP: DIG SITE MARKED

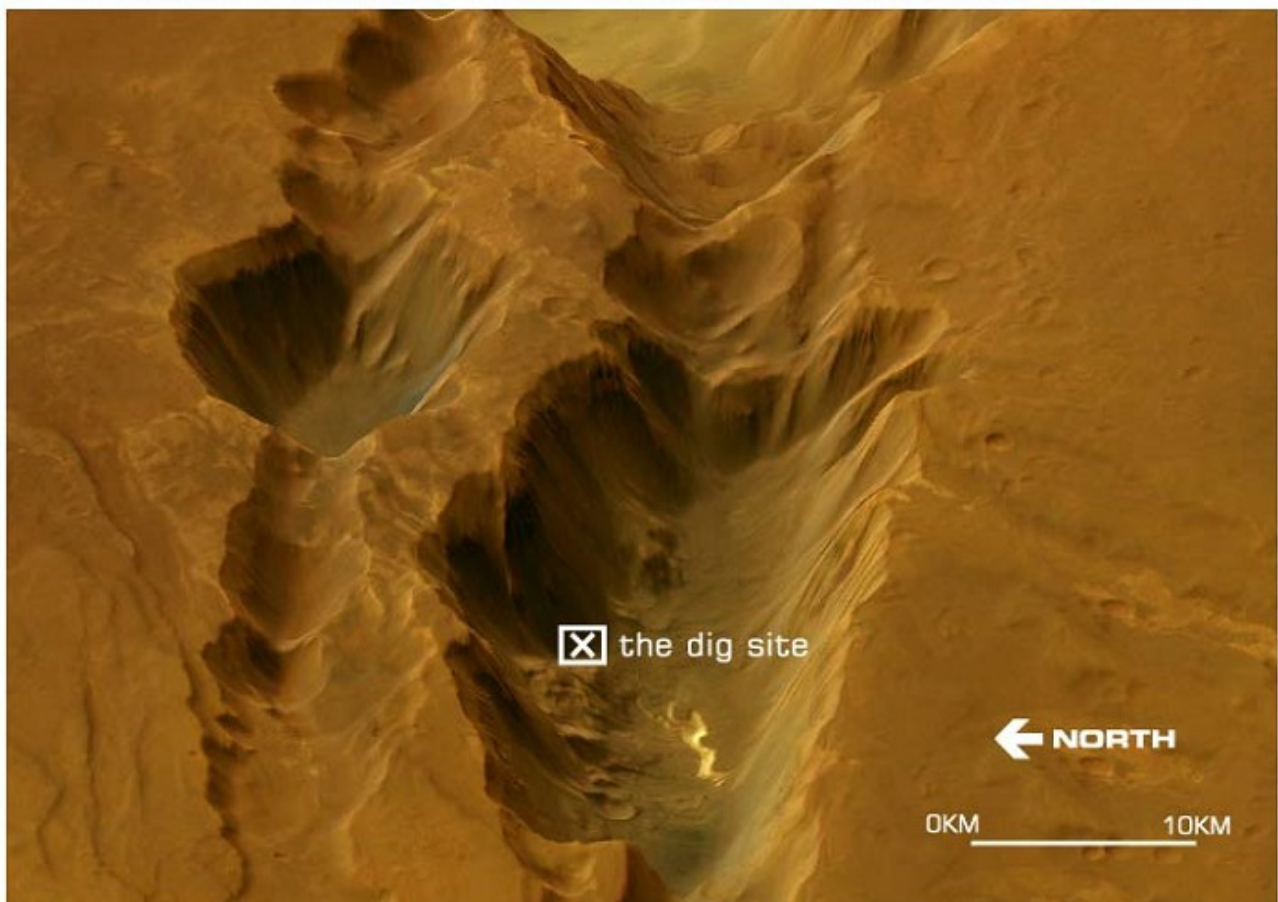
CREATED BY MARSSAT HIGH RESOLUTION IMAGERY JUNE 2268
IMAGE ABSTRACTED AND WEATHER SYSTEMS DIGITALLY REMOVED

0 KM 500 KM

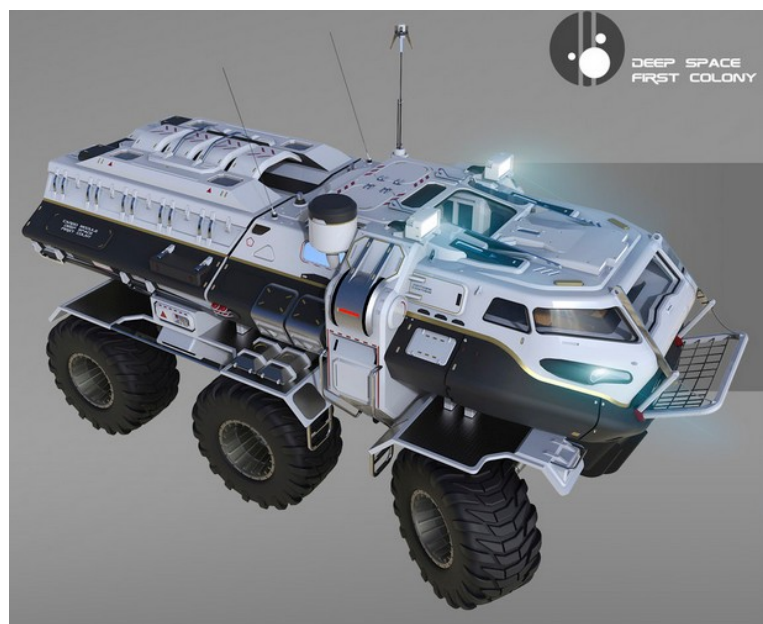
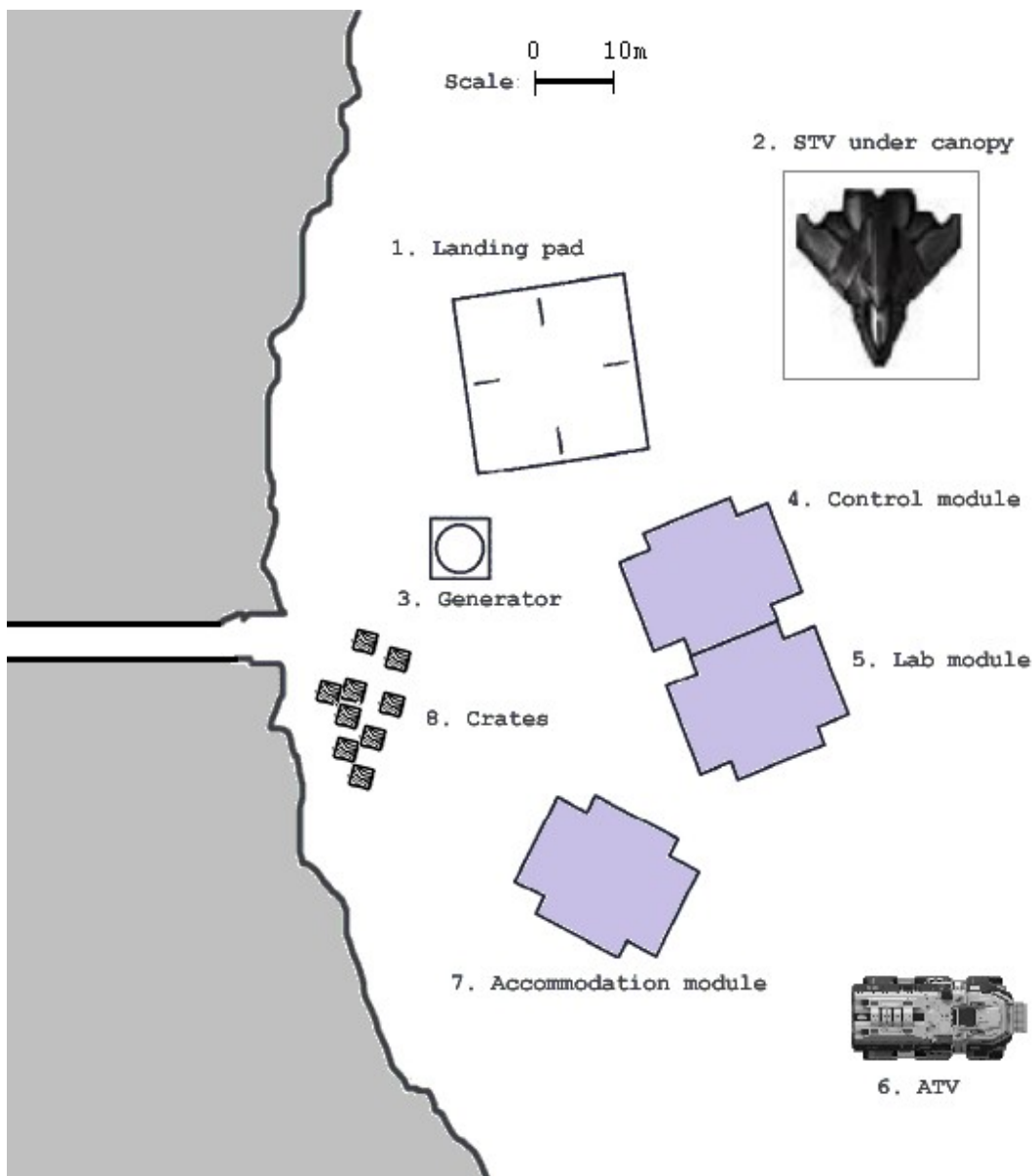


COPRATES CATENA

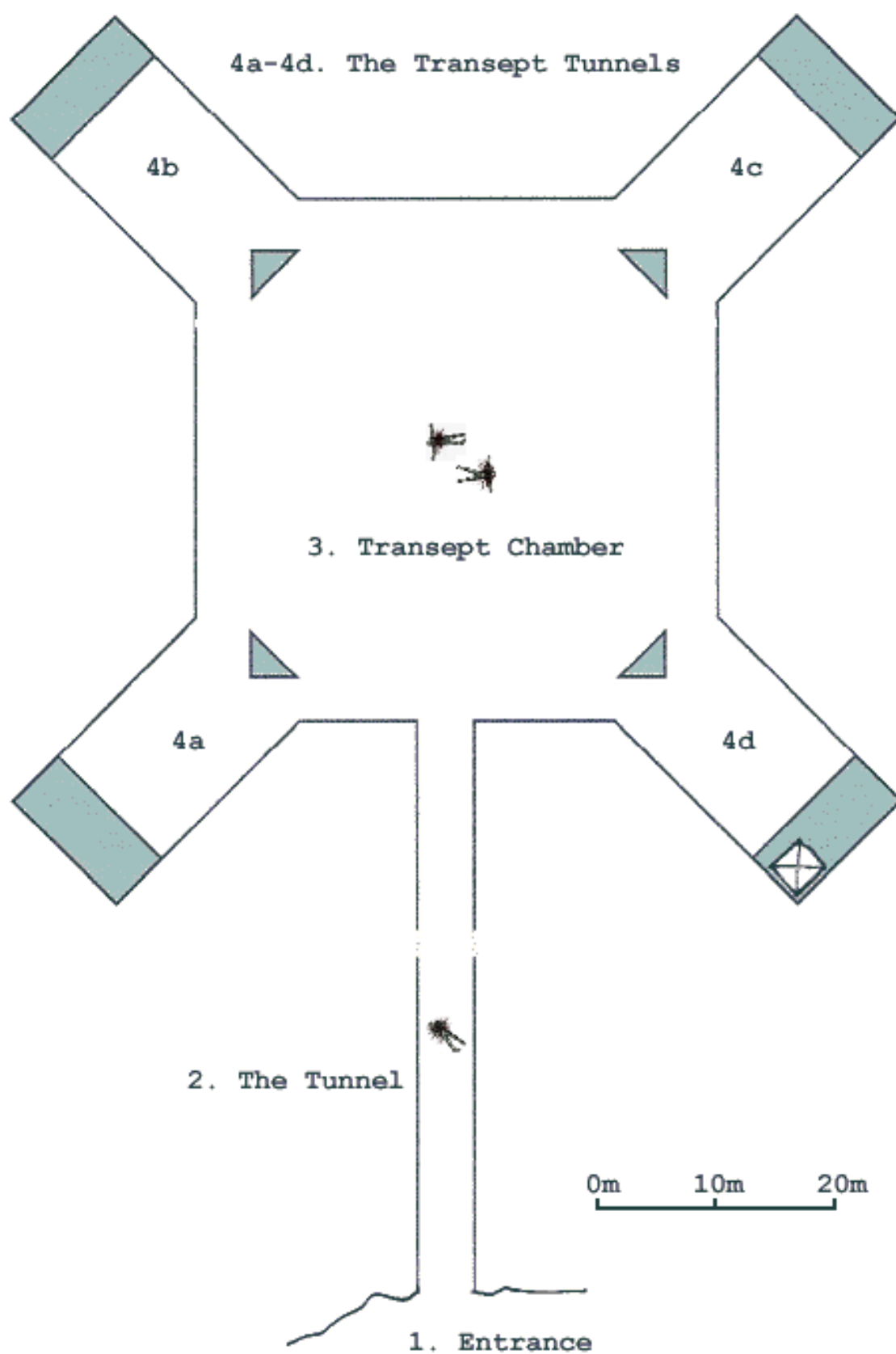
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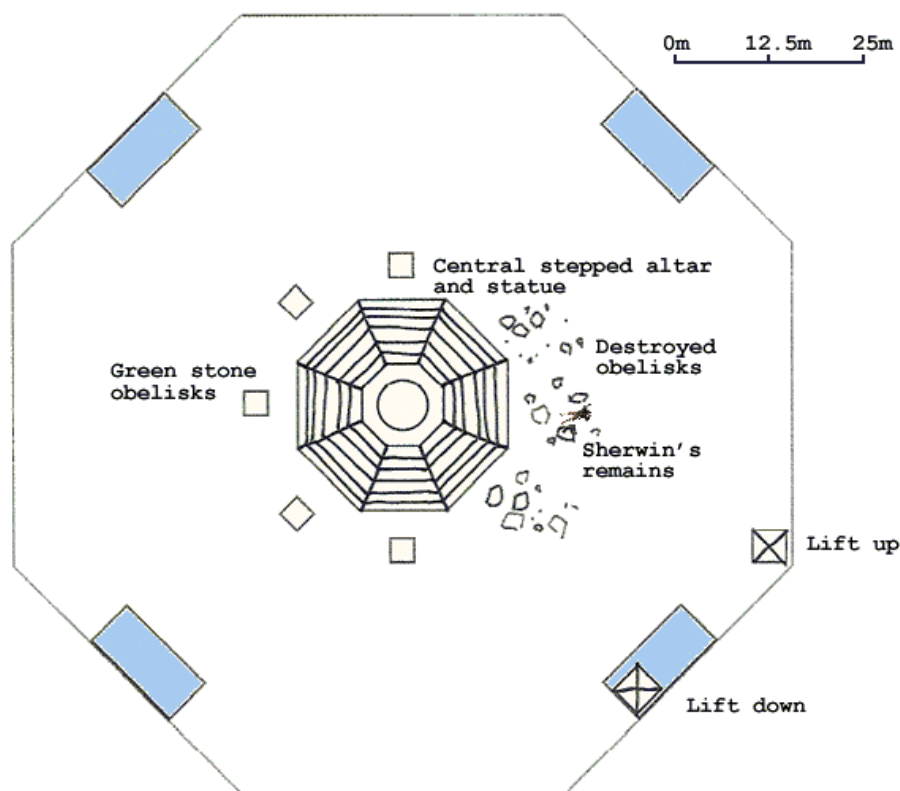
MAP 2: COPRATES CARTENA DIG SITE



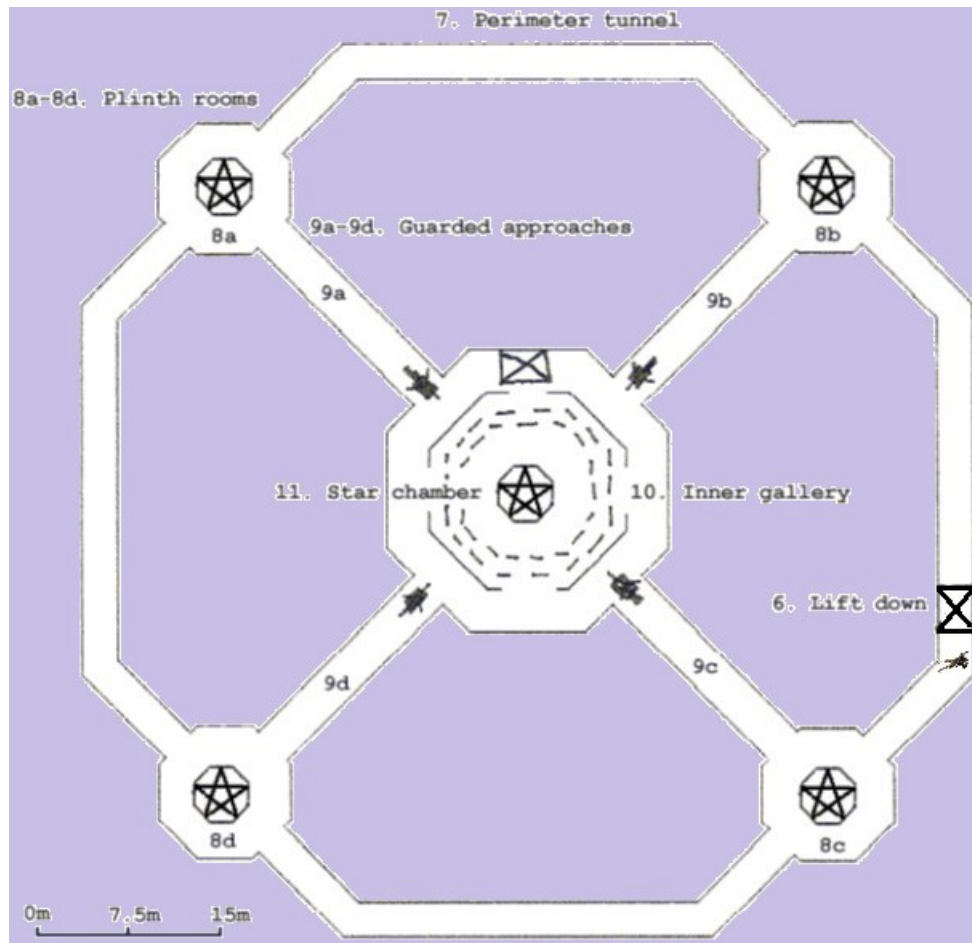
MAP 3: COPRATES CARTENA DIG SITE - TRANSEPT CHAMBER



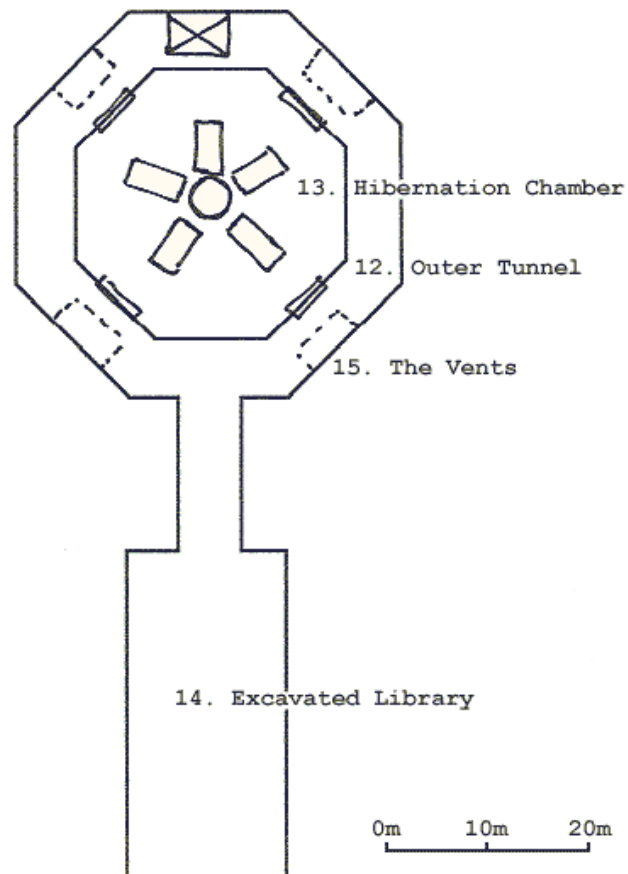
MAP 4: COPRATES CARTENA DIG SITE – TEMPLE CHAMBER



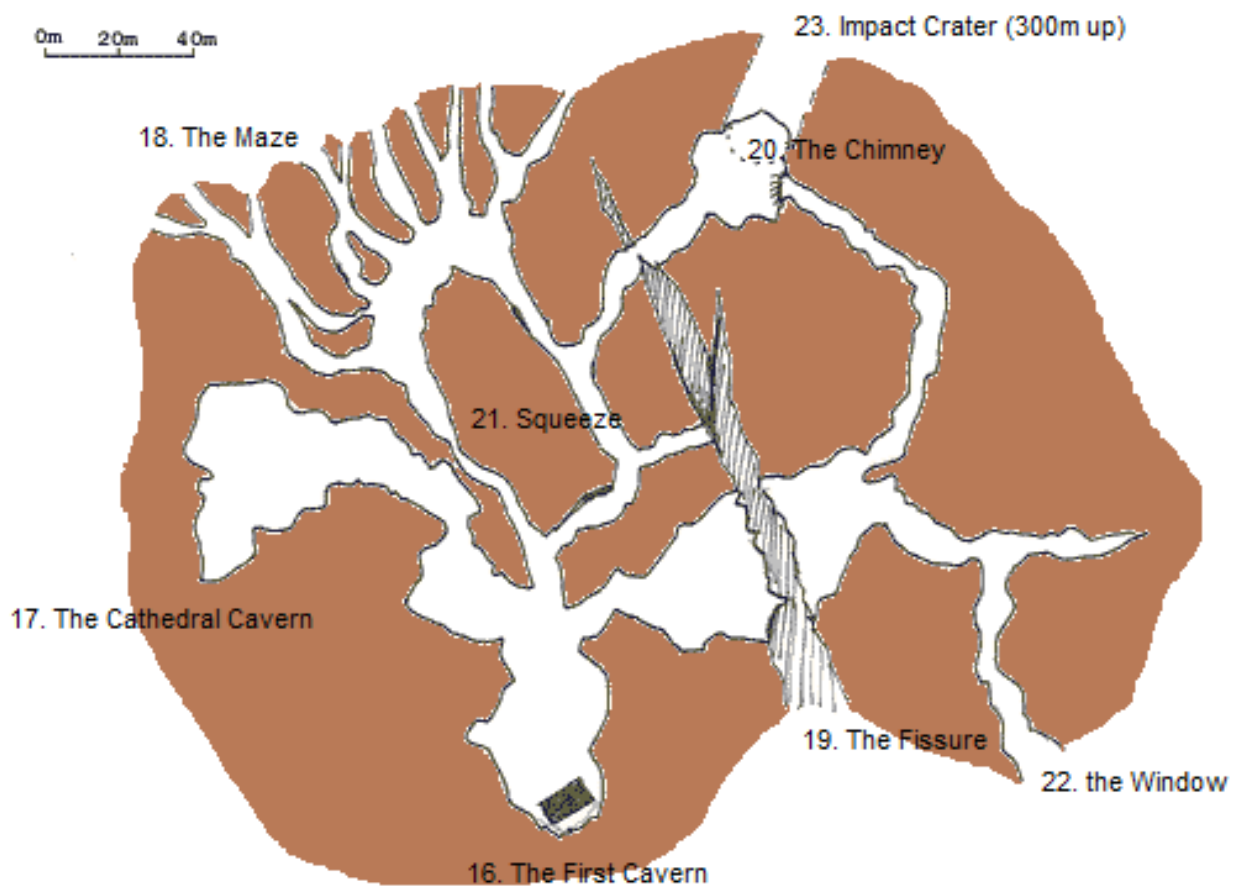
MAP 5: COPRATES CARTENA DIG SITE – STARS CHAMBER



MAP 6: COPRATES CARTENA DIG SITE - HIBERNATION CHAMBER



MAP 7: THE CAVERN COMPLEX



THE CHAOS ITERATION

by John Ossoway

The Chaos Iteration is a Cthulhu Rising NH adventure for a small group of investigators, with the requirement that one of them is a Computer Specialist, having a background in computer hacking / security. It follows on from a previous adventure, MB01 FS, but can be run as a stand-alone piece. The corporations involved in the adventure are Hallidor Corp and Cenargo Corp, but feel free to change this to suit your own campaign.

KEEPERS INFORMATION 1

Introduction

The adventure starts with a plea for help from a hacker friend of the Computer Specialist Investigator. If they respond, they will soon be drawn into a web of intrigue, involving industrial espionage, two rival corporations, a piece of software called The Chaos Iteration, and a group of Nyarlathotep cultists.

KEEPERS INFORMATION 2

The Chaos Iteration

The Chaos Iteration is a piece of computer software that the Cenargo Special Projects Division have been working on for the past 18 months. It is based on source code contained in the writings of one Dr Jonathan Monroe (see Keepers Information 3 below for more details). Cenargo researchers believe that the obscure writings Monroe based his work on contained information about an alien race that visited Earth millennia ago, and the code he was working on was an attempt at creating a means to contact them.

The program that Cenargo have created is in fact a version of the 'Call The Crawling Chaos' spell.

KEEPERS INFORMATION 3

The Prophecies Of Science/The Science Of Prophecy

This obscure book was one of the few titles published by the ill-fated Human Horizons Press, which closed when its offices burned down in the early morning of May 1 (Beltane), 2183. Research will disclose that the book's author, Jonathan Monroe, was arrested in connection with the fire, but committed suicide while in police custody. The book never actually went to the printers before the fire, but bound galleys were sent to several reviewers.

The book appears to be a translation by a certain Jonathan Monroe of an earlier set of obscure writings.

Monroe appears to have had access to a mostly-complete copy of Dr. John Dee's English translation of the "Necronomicon" in the preparation of this work. He draws parallels between the rituals that Abd al-Azrad describes and algorithmic descriptions of computer programs. Pseudocode and fragments of source code are included from one of Monroe's attempts to electronically re-create a worship service of the Outer Gods; a competent computer programmer who learned the spells from this book might be able to construct a program to aid in their casting (Keeper's option).

Unfortunately, Monroe does not appear to have truly understood the significance of the "Kitab Al-Azif", and his explanations and descriptions are fragmentary, confused and heavily adulterated with New Age mysticism.

Sanity loss 1D3/1D6; Forbidden Science +1%/+4%; average 10 weeks to study and comprehend. (recommended spells: Call The Crawling Chaos/8, Call Great Viperine Flyer/4, Call Invisible Ravener/5).

KEEPERS INFORMATION 4

Timeline

There follows a timeline of important events during the adventure. Remember the current year is 2271:

21 June 2271:

Charli, Zeph and Ariel, 3 hacker friends from the Zion hacker community, hack into a server address given to them by a member of an environmental group whom Zeph knows called the Tree Of Life. Unknown to them, the Tree Of Life is a front for a Hallidor Corporation project to recruit hackers in the European Federation. The hackers are actually stealing data from a Cenargo Corp R&D server.

The server is an unknown IP, with some serious security. It doesn't defeat the friends though, who gain access and download some files before the leak is spotted and the server isolated. The stolen data includes some compilers and data files.

22 June:

The hackers compile the stolen data files, creating a program: 'The Chaos Iteration'. Individually they run the program, which just seems to generate fractal patterns. Unfortunately the fractals are the visual manifestation of a Contact Nyarlathotep spell. The program also adds a bookmark FedNet address to the hackers' browsers. The address is that of a site belonging to the 'Order of the Bloody Tongue', an offshoot sect of the Starry Wisdom cult.

Later that night, Nyarlathotep contacts the unfortunate hackers, via dreams and e-mail messages from an apparently non-existent mail address. The net result is that the victim(s) become seduced by the Forbidden Science and join the Sect. Eventually the sendings (dream or electronic) command the victim to prepare for a journey to the throne of the Ruler of the Universe and to prepare offerings. The victim is to become a sacrifice to Nyarlathotep, allowing him into the world for a limited period.

27 June:

Charli, is seduced by the spell and travels to Arkham, and joins the Sect. He doesn't tell anyone where he is going.

28 June:

Zeph is arrested by a 'Federal Officer' – in fact Michael Harper, a Cenargo Internal Security officer. They both travel to Arkham on the trail of Charli. Zeph leads Harper into a trap, and he ends up a prisoner at Arkham Sanatorium.

29 June:

Ariel contacts the Computer Specialist Investigator via the Zion hackers community.

30 June:

The Computer Specialist Investigator receives Ariel's message. The Investigation begins. Ariel begins to succumb to the Chaos Iterations spell. She leaves a hidden message for Jack, then is captured by cultists. Nyarlathotep has chosen his 'bride'.

1 July:

Cenargo Internal Security discover Ariel's identity: Monica Kostovicz, and raid her student accommodation in Paris. Finding no Ariel, but finding messages to/from the Computer Specialist Investigator on her computer, they decide to set up a meeting, with an agent pretending to be Ariel.

A missing persons report is filed for Monica Kostovicz with EuroPol. Unknown to Cenargo or EuroPol, Ariel has already been secreted out of Europe – to Arkham in the United Americas.

2 July:

'Ariel' contacts the Investigator to arrange a meeting, the following day, at a library in Paris.

3 July:

Investigator(s) meet 'Ariel'.

7 July (date flexible as Keeper sees fit):

Ariel is taken from Arkham Sanatorium by Dr Ziberi to her cult's place of worship, where she is to be sacrificed to Nyarlathotep.

KEEPERS INFORMATION 5

The Hackers

The three hackers Ariel, Charli and Zeph have been friends for several years now, and generally trust each other. Ariel and Charli have met in person on several occasions, but Zeph has never met Ariel. Charli and Zeph, both being American, have met many times.

Ariel, aka Monica Kostovicz:

Ariel is a 24 year old Czech postgraduate student, studying computer security systems in Paris. She lives a double life as hacker called 'Ariel'. Friend of Charli and Zeph, gets on better with Charli.

Charli aka Marty Dale:

19 year old American computer science student at NY State university. He lives a double life as hacker called Charli. Friend of Ariel and Zeph. Secretly fancies Ariel.

Zeph aka Nelson Reeves:

24 year old Canadian computer systems analyst working for small software firm (Logikal Systems Development Inc.) in Boston. He lives a double life as hacker called Zeph. Friend of Charli.

INVESTIGATORS INFORMATION 1

Introduction

The following events take place on 30 June. Read / show the boxed text to the Computer Specialist Investigator.

Of all the online hacker's communities you are registered with, Zion has to be your favourite. You are a regular poster to the message boards, and have struck up e-friendships with several other users, including one by the name of Ariel. Ah, Ariel, Angel of the network. An idealist, known for hacking only for political and environmental gains.

You consider yourself very privileged - Ariel is known to be very private. After several postings to the same

message threads, you considered yourself privileged to then receive private messages from her.

Ever since you have maintained an irregular email relationship with Ariel. Emails sent to each others at stupid hours, once a month or thereabouts. The emails have never been too intimate – links to cool sites, rare music files by Mars band The Miscreants and the like.

Lately you've not heard from her as much. Until this morning. After a particularly long night playing Space Pirates Online™, you check your email before going to bed. An email from Ariel drops into your inbox...

Give the player Investigators Handout #1: Ariel's' Email. The text is included below for your reference:

Investigators Handout 1: Ariel's Email:

Hey there

I need your help. I think Zeph and Charli have got me into something way over my head. They hacked a server a couple of nights ago - unknown IP, some serious security - corporate quality. Zeph said he was doing it on behalf of some environmental group - I think it was to get in the pants of their leader - he can fuck off - anyways - we downloaded some files, including some compilers and data files. Dunno what it's all about.

Thing is, Zeph has been picked up by some guys who I think were the Feds, and Charli has disappeared.

I'm scared. Someone is watching me. Can we meet? I'll try to be on Zion tonight. If not, the night after. Hopefully, we can arrange something.

Ariel

x

THE INVESTIGATION 1

Ariel

Although the Computer Specialist Investigator has exchanging email with Ariel for months, (s)he knows little about her, if indeed Ariel is actually a 'she'. Hackers prize their anonymity, and it is common practice in hacker communities to use an alias when conversing online. If previous emails are looked through, it will take several hours to view them all, and a Data Analysis check will reveal the following:

1. Ariel once sent the Investigator an image of herself – an intentionally blurred image of a blonde woman, smiling while apparently lighting

a cigarette. Despite all attempts to 'clean up' the image, it was impossible – the file had been protected at source. Any attempt to run the image through filters resulted in a message flashing up saying 'Naughty Naughty!' and the Investigator's computer crashing.

2. Ariel is a big fan of Mars band The Miscreants – a popular band amongst alternative music enthusiasts. She and the Investigator swapped music files on several occasions. If the Data Analysis check was a Special success or better, the Investigator will find a reference to Ariel saying that she had seen the band play the night previous to her email – dated 15 January 2271. If the Investigator checks, they will be able to find out that the band were on a whistle stop tour of Earth Capital cities, including Paris on 14 Jan.
3. Ariel is obviously well educated, and knows a lot about computer systems.
4. Ariel is a supporter of several political groups, including several environmentalist organisations who continually lobby the Federal Assembly for tighter controls and restrictions on corporations in their colonisation projects.
5. Ariel is friends with two other hackers who are regulars on Zion: Charli and Zeph. Both seem to be American. Charli has made mention that he is a student, Zeph seems to be older, but there is no way to be sure.
6. Ariel has met Charli, but has never met Zeph.

THE INVESTIGATION 2

Making Contact

If the Computer Specialist Investigator logs in to the Zion Hacker Community later that evening, Ariel will not be online. She will be online the following night, and will apologise for missing their rendezvous the previous night, but will give no reason, only saying cryptically that 'it wasn't safe'.

Ariel will continue to be brief and cryptic, and will not answer questions directly about what is wrong. She wants to arrange a meeting with the Investigator – in person - in a Paris café the following day. She says she will explain all once they meet.

KEEPER'S INFORMATION 6

The Double Cross 1

The person whom the Computer Specialist Investigator spoke to on Zion was not actually Ariel, it was one Alyson Stroman, a member of Cenargo Corps' Internal Security Branch.

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Cenargo Corporation have been conducting a private investigation into the data heist on 21 June.

A colleague of Stromen's, Michael Harper, disappeared 4 days ago after tracking down one of the perpetrators: Nelson Reeves aka Zeph. His hotel room in Boston (United Americas) was located and searched by Cenargo, and although no sign of Harper was found, information regarding two other suspects was discovered: Marty Dale aka Charli, and Monica Kostovicz aka Ariel.

Cenargo raided Monica Kostovicz's student accommodation in Paris, to find her missing, no one having seen her since 28 June. After searching her computer files and personal belongings, they have discovered emails to and from the Computer Specialist Investigator.

Stromen is taking a gamble: hoping that Ariel and the Investigator have never met, she has arranged the meet, hoping that Ariel's friend knows how many people were involved in the raid on the R&D servers, and the location and number of copies of the stolen data.

Stromen knows as much about the Investigator as the Investigator knows about Ariel. She knows the names of the other hackers, but she doesn't know if the Investigator received a copy of the stolen data, or was in fact involved in the data heist.

THE INVESTIGATION 3

The Meeting

On the day of the meeting, read the following boxed text to the Investigators. Some news items may become important in this or later adventures, others are just there to add flavour to the campaign. Feel free to add your own.

The day of the meeting is sunny and warm. The morning is bright, London's skyline shrouded in a shimmering haze of smog.

Turning on FedNet you manage to catch the news bulletin from FedNet News:

"...and civil unrest continues in the Outer Rim Territories. A spokesman for the Federal Government has categorically denied rumours that Federal troops are to be deployed to the disputed Herculis Cluster region.

In other news, rival corporations have clashed again in the resource rich Procyon star system. We have unconfirmed reports that a mining camp owned by Praxis Mining was destroyed 4 days ago by unidentified attackers. Local CMC search and rescue teams put the casualties at 347 missing or killed, and a further 516 wounded. A Praxis Mining spokesperson has been quoted as saying that evidence has been discovered at the site implicating

Proxima OCM in the attack – an accusation Proxima OCM strongly denies.

And finally, Mars band The Miscreants have just announced an extension to their solar-system wide tour: yes – lock up your daughters, because Lex The Impaler and co are coming back this way in the Autumn, before finishing the tour with a sell-out Christmas gig at the Mars Viking City EnormoDome.

Time for the weather: Mary?"

Mary the smiling FedNet weather girl warns that the heatwave dominating much of Europe is predicted to continue, and with pollution levels staying high, she cheerily advises everyone to pack a filtermask.

The Investigators can make the journey from London to Paris in a variety of ways. Journey time is as follows:

Eurostar MagLev	40 minutes
Car	1 hour
Euro Shuttle	25 minutes

The café is called 'Café des Anges', and is located 47 rue de la Roquette, in the Bastille neighbourhood.



KEEPERS INFORMATION 7

The Double Cross 2

Stromen is sat at a table inside the café, her blonde hair in plaits, dressed in a t-shirt and jeans, reading a copy of 'Zen And The Art Of Computer Hacking', the agreed recognition signal.

Stromen is wired, and there at least half a dozen Cenargo Security agents positioned in and around the café. There is a tactical team in a delivery van around the corner.

Role-play Stromen pretending to be Ariel carefully. You want the Investigators to suspect that something is wrong, but don't make the clues too obvious. Remember Stromen is after information about the data heist. Some possible questions and Stromen's answers follow:

Q: What is going on?

A: About a week ago, me and some friends hacked into a secure server and stole some restricted datafiles. Zeph

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and Charli have disappeared, and I am afraid that I'm going to be next. I don't know who to trust.

Notes: Stromen doesn't know that Ariel in fact took no part in the data heist, and sharp Investigators may pick her up on this.

Q: What did you steal?

A: Some encrypted data files from a remote server – no idea who it belonged to – I wasn't able to unencrypt it. I don't know if Zeph or Charli had better luck.

Q: Why did you steal it?

A: I thought you knew? Politics. One of Zeph's friends asked us to do it. Notes: Stromen doesn't know who Ariel and co were working for (the Tree Of Life group). Harper's notes state that Nelson Reeves (Zeph) had connections with several subversive political groups. After reading Ariel's files, Stromen has decided to say that the data heist was politically motivated. The Investigators may pick up on this, after all Ariel mentioned an environmental group in her initial email, not a political one.

Q: What is your real name?

A: Monica Kostovicz** (KOST-O-vich). What's yours?
**Cenargo have gained access to Ariel's Citizen ID files.

Q: Who are Zeph and Charli?

A: I suppose I can tell you now: Zeph's real name is Nelson Reeves, Charli is Marty Dale. Both American.***
***Stromen may slip up here and say that 'her, Charli and Zeph go way back.'

Q: What do you want me to do?

A: I need to find out who exactly hired Zeph, Charli and me. I can't see the FLEAs being too sympathetic with my situation.

If the Investigators begin to suspect something is amiss, and confront Stromen, if she feels she has been compromised, she will signal for the other agents to move in. Suddenly the Investigators will be surrounded by half a dozen armed men and women.

Stromen will pull an ID from her wallet: 'Alyson Stromen: Cenargo Internal Security'. She will then say that the Investigators are under suspicion of involvement in a data heist of valuable Cenargo files.

The Investigators may have planned for an ambush, and they may try to fight their way out of the café.

Should the Investigators pursue this course of action, they will be chased through the streets of Paris by CIS Agents, until they eventually get cornered or lose them. CIS may not yet know the Investigators' identities, but anyone who went to the meeting in the café will soon be identified by EuroPol's face recognition database. Cenargo will then ask for an arrest warrant to be issued. Roleplaying this scenario could be great fun – the wanted Investigator(s) will have to prove their innocence in some way.

If a fire fight doesn't ensue, the Investigators may be able to cut a deal with Stromen. Stromen knows that Ariel was trying to contact one of the Investigators. If they drop Harlan Wexler's name, they might gain some leverage. They will be taken from the café to the tactical

unit vehicle around the corner, where Stromen will attempt to contact Harlan Wexler.

She will be crestfallen when Wexler answers her call personally, and vouches for the Investigators integrity.

Wexler tells Stromen that the Investigators are past employees of the corporation, and is sure that they will co-operate fully with her team, giving them any information that they require. Addressing the Investigators, he will say he has vouched for their innocence, and that they should not make him out to be a liar. He will be unable to guarantee what happens to Ariel and her friends once CIS has them in custody.



THE INVESTIGATION 4

Gathering the clues

However the Investigators deal with the meeting with Alyson Stromen, they may come away with some valuable information:

1. Ariel's real name: Monica Kostovicz. A successful Data Analysis check will reveal a news story dated 1 July 2271 (see Investigators Handout #2: The News Story. If the Investigators are able to access the EuroPol missing persons report, they will be able to find out Kostovicz's address, and next of kin (in Prague).
2. The victims of the data heist: From their encounter with CIS, it would appear that Zeph and Charli stole something important from Cenargo Corp.
3. Zeph and Charli's real names: If Stromen was telling the truth, Zeph's real name is Nelson Reeves, and Charli's is Marty Dale. Both are American.

Investigators Handout 2: The News Story

Police are appealing to the public for help in locating Monica Kostovicz, who has not been seen since 28 June. Kostovicz, a 24 year old Czech postgraduate student is studying computer security systems at Paris Tech.

EuroPol and Cenargo Internal Security officers want to speak to Kostovicz in connection with an attempt to illegally gain access to restricted Cenargo data servers that happened on 21 June this year.

If the Investigators attempt to contact Ariel's family in Prague, when they call a man will answer, and will ask who they are and why they are calling – EuroPol.

Attempting to search for all citizens of the United Americas called either Nelson Reeves of Marty Dale will take time. The Federal Directory is like an online version of the phone book – individuals can choose to be ex-directory. A Computer Security check at –15% will be required to include those citizens normally filtered out of the public database into the search. Either way, a Data Analysis check after 1d4 hours will give the following results:

Unfiltered Search results:

4 results for Nelson Reeves:

1. 34 year old electronics technician, living in Seattle. Currently contracted to Gulf & Bradley, a large American conglomerate. Married with children.
2. 24 year old Canadian computer systems analyst working for Logikal Systems Development Inc, a small software firm based in Boston.
3. 15 year old high school student, living in Detroit with parents.
4. 78 year old retired aerospace pilot, now living in Florida.

9 Results for Martin Dale:

1. 17 year old Mars born high school student, living in New Jersey with parents. Family moved to Earth 9 years ago.
2. 19 year old American computer science student at NY State university.
3. 23 year old Canadian, working in Montreal as a trainee chef.
4. 44 year old taxi driver. NYC
5. 57 year old engineer, employed by Cain Planetary Engineers, at their San Francisco offices.
6. 68 year old retired accountant, living in Mexico City.
7. 6 year old child, family live in American Midwest, Charlottesville.
8. 12 year old living with family in Nelson, Nevada.
9. 29 year old computer programmer. Lives in Washington DC, and works for ICC. Unmarried.

Filtered Search results:

3 results for Nelson Reeves:
Result #2 is filtered out.

6 Results for Martin Dale:

Results #1, #2 and #9 are filtered out.

THE INVESTIGATION 5

Ariel / Monica Kostovicz's apartment

Monica Kostovicz aka Ariel lives in shared student accommodation in the Paris suburbs. The house is in a leafy cul-de-sac, and is quite large, of a style popular at the turn of the 21st century.

The house is being watched covertly by CIS, and a successful Recon check, or a Special Spot Hidden check will allow an Investigator to spot workmen at a house across the street from Ariel's. They seem to be taking more than a passing interest in anyone entering the cul-de-sac.

Ariel shares the house with two other students: Nicole Nuenen, a medical student, and Jack Delon, a psychology student and all round slacker. The Investigators will have to either sneak into the house, or bluff their way in.

Nicole Nuenen:

Nicole is worried about Monica (she doesn't know her alter-ego Ariel), and will be suspicious of more strangers asking questions, saying that if the Investigators are "from that damn environmentalist group again, you can just piss off and leave us alone".

If they can convince Nicole that they are friends, and not their to arrest or in any way harm Monica, Nicole will invite them in, and tell them what she knows:

1. She was out the night that Monica disappeared. Being a medical student she works long hours at the university and at the local hospital. It wasn't unusual for them to not see each other for days at a time, and first thing that she knew about Monica's disappearance was when Cenargo turned up on 1 July. They bust down Monica's door (locked) and found signs of a struggle in the room, but no Monica.
2. Monica was always staying late at the Uni, or in her room for days at a time on her computer.
3. The day before Cenargo turned up, Jack mentioned that some woman had phoned asking for Monica, but didn't leave a name. After Cenargo and the police had been and gone, the woman phoned again: Melina Jones, an American who claimed to work for an environmental group called the Tree Of Life Foundation. She said that she was hoping to speak to Monica about some work some of Monica's friends were doing for her. When Nicole told her that Monica was missing, and the police and Cenargo were involved, Melina Jones said she was sorry to hear that, then ended the conversation.

Jack Delon:

Jack is a complete slacker (think Brad Pitt in 'True Romance'). He likes Monica, and if he weren't so fucked up on recreational drugs most of his waking hours, would have made more of an effort in trying to chat her up. As it is, several drunken fumbles after parties have left things awkward between the two. The night that Monica disappeared, Jack was in his room with a young fresher named Sally, played loud music and getting up to no good. He seems to remember that he heard Monica moving about – possibly answering the door to someone, but can't be sure.

THE INVESTIGATION 6

Ariel's Room

Ariel's room is medium sized, the walls covered in posters and printouts – some relating to various environmental issues, some depicting Mars band The Miscreants. There is a single bed, a desk, a chair, several beanbags. Clothes are strewn around. Her computer is missing from her desk (Cenargo went over the place and took certain items to examine further), but a Search check reveals a secret panel in the floor, inside which is a backpack containing:

1. A PDA – this is the computer that Monica Kostovicz used for her illegal activities as 'Ariel' the hacker. There are encrypted files on here in a folder titled 'The Chaos Iteration: pre-compile', and a message for the Computer Specialist Investigator – a video file addressed to him/her.
2. A Polaroid of a pretty blonde girl in her mid-20s, smiling and wearing a Miscreants t-shirt who can only be Ariel. On the back is written a message, addressed to the online handle of the Computer Specialist Investigator: "Investigator's name – Come find me please!"
3. A hand TASER.
4. a couple of printouts (see 'Investigators Handout #3: The anonymous email').

The Video File:

If the Investigators want to view the video, a Computer Security check is first required. If they succeed, read the following:

The video looks like it has been filmed in Ariel's room, and is dated 30 June. The file seems to have been corrupted - there are strange bright colours across it.

Ariel sits in front of the camera looking slightly spaced, dizzy. Her eye makeup is smudged, like she has been crying. She smiles vaguely.

"Hi (Investigator's name)

If you're as good a hacker as you say you are, I know that you will find this file. I just hope you're not too late. You see I'm in trouble. I'm sorry. I wish we could have met in person, but they're coming for me, and I don't think I have much time left. I should run, hide, b-but something is stopping me.

The file Zeph and Charli stole, I don't know what it was, some kind of program. We all ran it individually. It seemed to be nothing but a screensaver that created some nice fractals. I tried running some diagnostics on the source code, to see if anything was underneath, but it was encrypted using a key I've never encountered before.

I think the program must have installed something malicious on my computer, because ever since running it, I started getting emails from someone called Harlo Y Patten.

If that wasn't weird enough, I started having bad dreams. There was a definite Egyptian theme, but that's all I can remember. I spoke to Charli and he said he'd been having similar dreams."

Ariel suddenly looks past the camera, at something out of sight. Her face clouds with fear. "The compilers for the program are on this PDA. I tried to save the emails, but they deleted themselves after I read them. I managed to print one off."

Suddenly a shadow passes across Ariel's face and she looks up past the camera again.

"Oh god. He's here."

The file ends.

The Printouts:

Give the Investigators 'Investigators Handout #3: The anonymous email'. It's contents are as follows:

And at the last from inner Egypt came The strange dark One to whom the fellahs bowed; Silent and lean and cryptically proud, And wrapped in fabrics red as sunset flame. Throngs pressed around, frantic for his commands, But leaving, could not tell what they had heard; While through the nations spread the awestruck word

That wild beasts followed him and licked his hands.

Soon from the sea a noxious birth began; Forgotten lands with weedy spires of gold; The ground was cleft, and mad auroras rolled Down on the quaking citadels of man. Then, crushing what he chanced to mould in play, The idiot Chaos blew Earth's dust away.

No reference to the verse can be found on FedNet, but a Special Data Analysis check will reveal that the British Museum in London has references to the verse in one of the books in it's restricted section: A 16th Century

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German edition (in Latin) of the Necronomicon. It is off limits. Perhaps Miskatonic University can help?

If the Investigators met Ethan Caine in previous adventure 'Fragmented Sanity', they can contact him and he can provide information about Nyarlathotep.

The PDA:

On Ariel's PDA are compiler files in a folder called 'The Chaos Iteration'. Checking the history files of her browser will reveal nothing untoward, but there is a shortcut on her desktop called 'Bloody Tongue' - a FedNet address of the home page of the Order of the Bloody Tongue, a quasi-religious group who hold all kinds of odd beliefs.

An astute Investigator good at Computer Programming can trace the owner of the website to a virtual P.O. box with a Computer Programming check. With a Special success, a really astute Investigator can try to backtrack where FTP requests to the site's webserver come from (tracing the IP address of the PC responsible). This leads to a computer subnet address belonging to the Arkham Sanatorium, located in Massachusetts, in the United Americas.

Compiling and running 'The Chaos Iteration' will generate beautiful fractal patterns on the screen (SAN loss 0/1). It will also alert the Bloody Tongue cultists to it's activation, and they will trace the IP address of the PDA. The PDA will be watched for usage and any wireless activity traced. If the cult can identify who the Investigators are, they will hire some goons to intercept them if they head for Arkham. The goons won't know who hired them. It is to the Keeper's discretion whether the Investigator who activates the program falls under the spell of Nyarlathotep...

INVESTIGATORS INFORMATION 2

The Order of the Bloody Tongue

If one of the Investigators makes a successful Data Analysis check, give them 'Investigators Handout #4: The Order of the Bloody Tongue'. The information is given below for Keeper's reference.

The Order of the Bloody Tongue:

Little is known about the Order of the Bloody Tongue, beyond several articles suggesting that it may be an offshoot of the long-defunct Starry Wisdom Cult.

The Starry Wisdom Cult was a quasi-religious order founded by Professor Enoch Bowen in 1844 in Providence, Rhode Island. Upon his return from Egypt, Enoch purchased the Free-Will Church atop Federal Hill and began the cult.

Soon after its founding, other churches in the area began warning their flocks about the evil of Starry Wisdom, both through whispers and in sermons. By the end of 1845, the sect had grown to 97 members.

Then, in 1846, 3 people disappeared from the surrounding neighbourhood. Seven more disappearances occurred in 1848, and the first whispers of blood sacrifices within the walls of the Free-Will Church surfaced. These rumours did not stop the sect from growing. By 1863, the sect had a standing membership of over 200.

In 1869, though, things started to turn dark for the sect. After the disappearance of a neighbourhood boy named Patrick Regan, a group of Irish boys mobbed the church. After 6 more disappearances in 1876, a secret committee called on the mayor to do something about the sect. In February 1877, the church officially closed. Later, a gang of Federal Hill boys had a run in with the remainder of the sect and, by the end of the year, over 181 persons left Providence for points unknown.

Artefacts recovered from the church are said to have been Egyptian in the main.

KEEPERS INFORMATION 8

The Order of the Bloody Tongue

Not to be confused with the African 'Cult of the Bloody Tongue', this is one of the many cults dedicated to the worship of Nyarlathotep, the Order of the Bloody Tongue has existed for almost 3 centuries in one form or another, and in fact used to be an offshoot of the Starry Wisdom cult.

The Arkham Chapter of the cult is a close knit group, conducting their ceremonies in caves below an abandoned cliff top property at Lizard Point, NE of Arkham. They are led by a High Priest and High Priestess. Dr Anila Ziberi from Arkham Sanatorium is the high priestess. The identity of the high priest will be revealed in a later adventure.

The cult actively seeks new recruits. Voluntary converts are vetted before contact is made, and if they seem genuine, are readily welcomed into the cult at one of their often bloody initiation rituals. There are also those who come into the fold via kidnapping.

The cult regularly offers girls up to Nyarlathotep in frenzied ceremonies. Those he rejects are torn apart by the cult, raped and murdered. Those he takes a liking to (and Nyarlathotep has taste) he proposes to. If a girl accepts, she becomes his bride and resides in the Daemon Sultan's court for the rest of eternity. Those that refuse are devoured by one of Nyarlathotep's more hideous manifestations: The Bloody Tongue – an enormous monster with clawed appendages and a single, long blood-red tentacle in place of a face.

Eventually Nyarlathotep becomes bored with his bride, and it is time to choose another.

THE INVESTIGATION 8

America

Whether the Investigators wish to investigate the computer at Arkham Sanatorium, try to track down Charli and Zeph, visit the offices of the Tree of Life environmental group, or all of the above, the logical thing to do next is to head for the United Americas.

Traveling from a European Spaceport to an eastern American Spaceport takes about an hour on board a commercial scramjet.

The Investigators may approach the wrong Nelson Reeves / Marty Dale at first, but when they hit paydirt, use the information below:

Zeph aka Nelson Reeves:

Nelson Reeves hasn't turned up to his day job at Logikal Systems Development Inc in Boston for several days. Asking around town will alert the local police, who are investigating his disappearance, along with that of a CIS Agent.

Nelson has several casual friendships with work-colleagues, but none of them know about his alter-ego as Zeph. He lives in a nice apartment in the centre of town. The doorman will not allow the Investigators in, saying that Nelson is missing, and it is a police matter now.

If they manage to somehow gain access to his apartment, they will find it is sealed off with police tape. Nelson's computer equipment has been taken away for analysis by the police.

There are no clues here. Gaining access to the police missing persons report will require a Computer Security check at -15%. This will reveal:

1. On 30 June the local police dept were contacted by Alyson Stromen – an agent for CIS. She was looking into the disappearance of a colleague – Michael Harper, who had hadn't filed a report for the past two days. The last Stromen heard was that Harper had Reeves in custody, charged with industrial espionage, and was working on him to reveal the location of Marty Dale, a suspected accomplice.
2. CCTV footage shows Reeves and Harper leaving Reeve's apartment building on the morning of 28 June.
3. GPS positioning located Harpers hire car abandoned on the Interstate 10km north of Boston.

Charli aka Marty Dale:

Marty Dale disappeared on 27 June, and there is a police missing persons report filed. He lived in student accommodation on the grounds of NY State University. Asking around the University campus or approaching his family will alert the local police, who are investigating his

disappearance, in connection with another disappearance from Boston on 28 June.

The Investigators won't be able to find out much about Marty Dale – any lead they follow here will lead to a dead end. Marty hitched his way to Arkham, so there is no record of him entering the public transport system. So far, no one who gave him a lift have come forward.

The Tree of Life Group:

This environmental action group appeared out of nowhere about 12 months ago, with offices in Boston, UA. They have a website, with contact details, but trying to contact the organisation will be in vain: all emails will bounce back and the phone account appears to have been disconnected.

Visiting the offices in person will reveal that they have been empty since the end of June, although the building manager has no idea when exactly the premises were vacated: he is owned several months in unpaid rent, and has not been able to track down the groups leader, a Melina Jones.

Try as they might, Investigators will not be able to track down Melina Jones or any other members of the group – it is as if they just disappeared off the face of the planet.



KEEPERS INFORMATION 9

Melina Jones and the Tree of Life Group

Melina Jones, if that is her real name (which it probably isn't), is an agent for Hallidor Corporation Internal Security.

Hallidor Corp, an American megacorporation, set up the Tree of Life Group 12 months ago as a project to help Jones and other agents infiltrate anti-government and anti-corporate groups and possibly try to recruit hackers to perform jobs for Hallidor.

Since Cenargo launched an investigation into the data heist on it's R&D servers, Hallidor pulled the plug on the Tree of Life project. Jones has been ordered to attempt to gain copies of whatever Nelson Reeves et al stole, but not at the risk of exposing the corporation.

Melina Jones will feature more later in the adventure, and may even save the Investigators lives and/or sanity.

INVESTIGATORS INFORMATION 3

Arkham Sanatorium

Whatever leads the Investigators pursue, the trail of evidence should eventually lead them to Arkham Sanatorium.

Arkham, Massachusetts, is 8km north of Salem, and 40km north of Boston. It's population is 60,000. With the inevitable urban sprawl making it more of a genteel residential suburb of Boston, Arkham is less isolated than in earlier CoC settings, but the coastline in this region is still quite remote.

Arkham Sanatorium itself lies on the northern side of the Miskatonic River, a grim and imposing structure set back in it's own grounds overlooking the north road out of town (see map 8-9). The current building dates from 2084, and is built on the site of the original sanatorium that burnt down in a fire in 2061.

KEEPERS INFORMATION 10

Arkham Sanatorium: Dramatis Personae

Dr Wrenn:

The current administrator of the sanatorium is one Dr Wrenn. A 58 years old psychologist originally from Seattle, Wrenn spends far too much time away from Arkham at conferences and conventions, and as a result is blissfully unaware of the more nefarious goings-on at the sanatorium. He was recently persuaded to hire an assistant administrator: Dr Anila Ziberi.

Dr Anila Ziberi:

Unknown to Dr Wrenn, the sanatorium has been infiltrated by the Order of the Bloody Tongue. A recent addition to the staff roster at Arkham Sanatorium is the new assistant administrator, Dr Anila Ziberi, who joined the sanatorium staff just over 8 months ago.

A Russian parapsychologist specialising in altered reality disorders, Ziberi is actually High Priestess of the Arkham Chapter of the Bloody Tongue cult, and a powerful sorceress. Under her direction, unwilling 'initiates', and prospective sacrifices for the cult pass through the sanatorium as either John or Jane Doe's, 'pacified' during their short stays using a cocktail of mind-altering drugs and tranquilizers, before being transported to the cult's local headquarters at Lizard Point. Ziberi is aided in this operation by several other employees at the sanatorium. Chief amongst these is Howard Folkman. See 'Appendix A: NPC Characteristics' for statistics.

Howard Folkman:

Howard Folkman maintains the Bloody Tongue website and there is much circumstantial evidence pointing to him as the leader of the cult. Actually Folkman is a frontman and scapegoat for the cult at the sanatorium. Folkman is a deranged hebephrenic psychology postgraduate (hebephrenia is a type of schizophrenia characterized by foolish mannerisms, senseless laughter, delusions, hallucinations, and regressive behaviour) from Miskatonic University who works as a research assistant at the sanatorium, in return for which the sanatorium provides him with term-time accommodation in one of it's first floor guest rooms. Lately he has been spending a lot of time at a his laptop plugged into the Sanatorium network...

If questioned, he will deny all knowledge of the website, unless the Investigators can produce hard evidence linking him to it. If confronted with such evidence, he will confess to being in charge of updating the Bloody Tongue website, and will rave about "playing but a small part in a greater scheme". If pressed about what this greater scheme is, he will smile, and say "when it is time for me to know, I will be told."

Folkman will claim that he has no direct contact with his employers, saying all communications are via emails and phone conversations, of which he has no records.

Folkman is scared of Ziberi, and will not name her, or volunteer his knowledge of the John and Jane Doe's passing through the Sanatorium. It is up to the Keeper if he reveals any more information. A successful Interrogation check will force Folkman into revealing that he knows that the John Doe in room H7 at the Sanatorium is related to the Bloody Tongue, but not what this relationship is. See 'Appendix A: NPC Characteristics' for statistics.

Styles and Jackson:

Styles and Jackson, who are orderlies at Arkham Sanatorium, hired by Dr Ziberi, are also cultists. Both are borderline sadists, who enjoy inflicting pain on their 'charges' at the sanatorium. See 'Appendix A: NPC Characteristics' for statistics.

Dr Sapperstein:

Sapperstein is an anally-retentive man, who loves the power that being a doctor at the sanatorium gives him. He enjoys his job, and is generally unaware of the cultist's activities. In the absence of Drs Wrenn and Ziberi, Sapperstein is in charge of signing in/out all new patients. In fact using a combination of her psionic talents, Ziberi has worked it so that Sapperstein has signed in/out all the recent John and Jane Doe 'patients'. Sapperstein has no recollection of doing this.

Dr Sapperstein will be quite easily manipulated by female Investigators, as he has few social skills around women. See 'Appendix A: NPC Characteristics' for statistics.

Venwood:

One of the sanatorium security guards, Venwood is a cultist, a big brute of a man who is loyal to Ziberi. See 'Appendix A: NPC Characteristics' for statistics.

THE INVESTIGATION 9

Arriving in Arkham

Quite what the Investigators do when they reach Arkham is up to them. They have a contact in the shape of Dr Ethan Caine, but he has no influence on sanatorium staff and cannot help them gain access (although he can be a source of useful information about the cults of Nyarlathotep).

All the Investigators should be sure of by this point is:

1. Arkham Sanatorium contains a computer somewhere within its walls that is somehow connected with the 'Bloody Tongue' website.
2. Nelson Reeves and Michael Harper disappeared from Boston while heading north out of Boston, in the direction of Salem and Arkham.
3. The 'Order of the Bloody Tongue' are somehow involved in the various disappearances related to the Investigation.

Their first port of call will be either Arkham Sanatorium or Dr Ethan Caine.



THE INVESTIGATION 10

A visit to Dr Ethan Caine:

Dr Ethan Caine lives in a small townhouse on the NW outskirts of Arkham. He moved to the United States 3 years ago, and is a researcher at Miskatonic University, and also a member of the Wilmarth Foundation. He has access to the Miskatonic Library Restricted Section.

If the Investigators played previous adventure *Fragmented Sanity*, they will already have met Caine, and he will be eager to hear of their exploits on Mars.

Caine cannot really help with any enquiries about Arkham Sanatorium, but if they ask him about the Order of the Bloody Tongue, he will draw the curtains of his study, and tell the Investigators to be careful who they speak to about such things. He will then proceed to tell them what he knows:

"The Order is but one of the many cults dedicated to the worship of Nyarlathotep, the crawling chaos, and

has existed for almost 3 centuries in one form or another. I believe that it used to be an offshoot of the Starry Wisdom cult.

They keep alive rituals and ceremonies from ancient Egypt, and are rumoured to perform live human sacrifices to their 'God'."

Caine will then rummage through a pile of books and papers on his desk, eventually bringing forth an ancient leather bound book, entitled 'Prehistory in Egypt' by Harold H Copeland. Opening the faded pages at a previously marked page, Caine will read the following:

"And it was then that Nyarlathotep came out of Egypt. Who he was, none could tell, but he was of the old native blood and looked like a Pharaoh.

The fellahin knelt when they saw him, yet could not say why. He said he had risen up out of the blackness of twenty-seven centuries, and that he had heard messages from places not on this planet.

Into the lands of civilisation came Nyarlathotep, swarthy, slender, and sinister, always buying strange instruments of glass and metal and combining them into instruments yet stranger. He spoke much of the sciences—of electricity and psychology—and gave exhibitions of power which sent his spectators away speechless, yet which swelled his fame to exceeding magnitude.

Men advised one another to see Nyarlathotep, and shuddered. And where Nyarlathotep went, rest vanished; for the small hours were rent with the screams of a nightmare."

THE INVESTIGATION 11

Gathering information

The Investigators cannot simply walk into the sanatorium and demand access to whatever information they need. They have no idea how far the complicity in cult activities runs at the sanatorium, and so should use more subtle methods.

Arkham Sanatorium has a secure, though quite archaic, computer network on site. An astute Investigator with the Computer Security skill can attempt to probe the network for security 'holes' that can be exploited. The hacking attempt will take 1d3+3 hours, and what is accessible on the network depends on how well the Investigator rolls:

- **Critical success:** Access to floor plans of the building, administrator access to personnel records, full access to the patient database. Able to identify exact computer in Sanatorium Subnet (a computer network point located in one of the sanatorium staff apartments) being used to upload data to the Bloody Tongue website, and a record of who has used the

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computer in the past 7 days – one name comes up regularly – Howard Folkman).

- **Special success:** Access to floor plans of the building, user access to personnel records and the admissions/personal details sections of the patient database. Able to identify exact computer in Sanatorium Subnet (a computer network point located in one of the sanatorium staff apartments) being used to upload data to the Bloody Tongue website.
- **Normal success:** Access to floor plans of the building, user access to personnel records and the admissions section of the patient database. Able to identify section of Sanatorium Subnet that computer being used to upload data to the Bloody Tongue website. It is a computer located somewhere on the upper floor.
- **Failure:** Unable to gain access. Can try again in 24 hours.
- **Fumble:** Unable to gain access. Network breach is detected by the company to whom the sanatorium outsource their IT needs. If Investigator tries again, their IP will be traced by the IT staff.

INVESTIGATORS INFORMATION 4

Stolen Information

Floor plans:

Give the players Map #1: Arkham Sanatorium. The map does not detail each individual room, merely displaying where various departments are based. Areas marked are:

- Administration
- Guest Rooms
- Maximum Security Wing
- Medium Security Wing
- Minimum Security Wing
- Reception
- Security Control
- Staff Apartments
- Storage
- Support Services (IT, Kitchens etc)

Personnel Records:

The personnel records database contains information about the staff employed at the sanatorium, including home address / contact details, qualifications etc. The kind of access the Investigators have to the database affects how they can interact with it.

Administrator Access allows existing records to be altered (even deleted) and new ones to be created. A

Computer Security check is required to perform any changes in the database without alerting the company who run the sanatorium's computer systems.

A new orderly or admin temp appearing on the personnel roster may be overlooked. A new doctor will definitely arouse suspicion. The nurses and security guards all come from contract agencies, and any new staff arriving are checked up on immediately.

User Access allows the personnel database to be viewed but not altered.

The current staff roster is as follows:

Doctors	4
Nurses	7
Orderlies	6
Groundskeeper/Janitor	1
Catering	4
Admin	4*
Security	4

*this is number of permanent admin staff. The sanatorium regularly employs temps from a Boston temp agency.

Patient Database:

Arkham Sanatorium has capacity for a maximum of 58 patients: 29 Low Security, 21 Medium Security and 8 High Security.

The current patient database contains three main sections: admission/discharge dates, personal information and medical information.

Admissions/Discharges has records of all patients entering/leaving treatment at the sanatorium going back 50 years. Records before this are archived and not available on the network. Searching on any of the missing hackers or the missing CIS agent will prove fruitless, but a successful Data Analysis check will reveal a marked increase in admissions of John and Jane Doe's in the past 6 months. 18 in fact, compared to just 5 for the 12 months before that. In a world where identification procedures now incorporate retinal scanning and DNA matching, such a high frequency is quite unusual.

The most recent 2 are (Investigators Handout #5):

Admission Date:	28 June 2271
Name:	John Doe
Age:	Early 30s
Sex:	Male
Nationality:	English?
Reason for Admission:	Found by police officers wandering the interstate west of Arkham. Identification failed to find match in FPRD. Unresponsive to questions.
Admitting Doctor:	Dr Sapperstein
Admitted By:	Officer Murphy
Discharge Date:	N/A
Discharge Doctor:	N/A

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Discharged To:	N/A
Admission Date:	1 July 2271
Name:	Jane Doe
Age:	Early 20s
Sex:	Female
Nationality:	Eastern European?
Reason for Admission:	Found by beaten and unconscious on interstate west of Arkham by passing driver. Identification failed to find match. Admitted when became violent towards police officers.
Admitting Doctor:	Dr Sapperstein
Admitted By:	Officer Murphy
Discharge Date:	[The day before the Investigators arrive]
Discharge Doctor:	Dr Sapperstein
Discharged To:	The Patten Institute

A little digging will discover no record of an Officer Murphy working locally, or any police records relating to the discovery of both patients on the interstate.

Checking up on The Patten Institute will reveal that there is a private medical facility going by this name in Miami, Florida. The phone number given goes through to a recorded message. The address in Miami, if visited, is an empty property in a warehouse district.

If the Investigators think to check, they will find out that the John Doe still at the Sanatorium is currently in the High Security Wing, room H7.

Personal Information contains details about patients currently in the sanatorium's care. This includes physical and personal details, next of kin contact information etc. John and Jane Doe's do not feature in this section of the database for obvious reasons.

Medical Information contains details about current treatment regimens and prescriptions for patients at the sanatorium. All John/Jane Doe's admitted were sedated for most of their stay, but this medication was not entered in the Sanatorium medical records.

THE INVESTIGATION 12

Putting it all together

Hopefully by now the Investigators will have managed to obtain enough clues to convince them that the Jane Doe who was discharged from the Sanatorium could well have been Ariel, and the John Doe currently being held is probably related to their investigation.

If they have learnt that the identity of the person uploading information from the Sanatorium to the Bloody Tongue website is Howard Folkman, they may opt to approach him outside of the Sanatorium.

If the Investigators know which computer was being used, or which part of the Sanatorium network the computer resides in, a Computer Programming check will allow a small program to be written which can be dropped onto a branch of the Sanatorium network (Computer Security check), set to alert the Investigators as to when any computer in that section attempts to contact the Bloody Tongue webserver.

Whatever happens concerning Howard Folkman, the Investigators should eventually want to pay a visit to Arkham Sanatorium...



THE INVESTIGATION 13

A visit to Arkham Sanatorium

See Keepers Maps 1-3 for detailed floor plans of the Sanatorium. Each room is not detailed separately, as most will not be of consequence in the adventure. Places of interest are detailed in 'Keepers Information 11.'

Arkham Sanatorium is open to visitors between the hours of 10am and 6pm. At other times, Investigators will be asked to come back or make an appointment.

Possible approaches the Investigators might use are detailed below:

Asking to see Howard Folkman:

Howard Folkman will do a runner as soon as he emerges from the main rotunda, attempting to flee through the kitchens and laundry and out across the Sanatorium grounds.

If the Investigators pursue and capture him, Dr Ziberi will appear flanked by Venwood and Jackson, and demand to know what is going on, saying she is prepared to call the police. Go to 'Keepers Information 12: Exposing Howard Folkman' for what happens next.

Asking to see one of the doctors:

Doctor Sapperstein will arrive at the reception, and will generally be quite helpful, more so if one of the Investigators is female. If Howard Folkman is asked for, Sapperstein will enquire why the Investigators wish to see him.

Sapperstein will be outraged if it is suggested that the sanatorium is involved in some kind of kidnapping scheme, and will immediately call for Dr Ziberi, as well as paging Folkman to the front desk (see above for what Folkman does when he arrives).

KEEPERS INFORMATION 11

Arkham Sanatorium floor plans

Ground Floor:

1. Entrance

Reinforced glass doors that open as approached. Can be locked from Reception (2).

2. Reception

To enter the building, visitors must first visit the reception office, which is manned 24 hours a day by a security guard. Visitors are checked against the appointments calendar, and logged in/out. All visitors must wear visitor nametags, and must pass through a security scanner that detects firearms and other weapons. No weapons are allowed inside the sanatorium, for obvious reasons.

Occupants: 1x security guard

3. Dispensary

Outpatients can pick up prescriptions from here.

Occupants: There is always a nurse or an orderly on duty here during daytime hours.

4. Waiting area

2x waiting rooms for visitors. There are comfy chairs, a magazine rack, drinks and snacks machine, a portal that usually shows bland infomercials and promotional videos for various pharmaceutical companies.

Occupants: During visiting hours there will be 2d4 visitors in here, waiting to be called in to see their relatives.

5. Rotunda

Large open hall, two sweeping staircases disappear upstairs. There is an elevator flanking each staircase, and a corridor leads underneath the staircases into the north wing. To access the patient wings, a pass-key is needed (carried by authorised staff members).

6. Elevator

Both elevators go to the first floor and basement, but a pass-key is needed.

7. Study rooms

Used by medical students on work placement to do any research/coursework.

8. Bathroom

9. IT Room

Requiring a pass-code to enter, this room contains a suite of desktop computers from where onsite network administration can be performed. The sanatorium outsource their IT needs and as a result this room is usually empty.

Occupants: None.

10. Staff room

Used by the kitchen and admin staff for smoke breaks, the staff room has a small Portal, drinks and snacks dispenser, a table and about a dozen chairs of various shapes and sizes.

Occupants: During office hours there is a 35% chance that a kitchen porter or member of admin staff will be taking a break in here.

11. Service elevator

The service elevator goes to the first floor and basement, but a pass-key is needed.

12. Kitchens

The kitchens serve hot meals to the staff and patients. There are 4 catering staff, two porters and two cooks, who only work office hours.

Occupants: During office hours there is a 55% chance that a kitchen porter or cook will be in here.

13. Store rooms

The store rooms are full of extra bed-linen, spare uniforms for the catering staff, nurses and orderlies, office supplies, etc.

14. Laundry

15. Minimum security wing

Arkham sanatorium has facilities for 29 minimum security patients. The entrance to the minimum security wing is not generally kept locked, but is watched by an orderly 24 hours a day. The patient rooms themselves are simple but comfortable. Each has a single bed, desk, table, storage space, a tv portal and a window. The patients are not kept locked in their rooms unless there is a specific reason to.

Occupants: There are currently 16 patients staying in the minimum security wing. There is a 50% chance of meeting one of the nurses or orderlies doing rounds.

16. Patients common room

Used by the patients during the day, each common room has a small tv portal, drinks and snacks dispenser, a table and about a dozen chairs of various shapes and sizes.

Occupants: During office hours there is a 35% chance that 1d3 patients will be in here.

17. Nurses station

This is where the nurses take breaks during their shifts. There are lockers, a table and chairs, coffee-pot, etc.

Occupants: There is a 35% chance that a nurse will be in here.

18. Treatment room

This is where patients undergo treatment, be it single or group therapy, or (in the higher security wings) something more serious, like drug treatments.

19. Dining room

Communal dining area where low-risk patients eat together.

20. Medium security wing

This wing of the sanatorium can house up to 21 medium risk patients. Access into and out of the wing is restricted to those carrying the correct code key, and the doors can be locked/unlocked from security control (25) in the event of an emergency. The patient rooms themselves are simple but comfortable. Each has a single bed, desk,

table, storage space, a tv portal and a window. The patients are generally kept locked in their rooms at night, and allowed out at designated times during the day.

Occupants: There are currently 11 patients in the medium security wing. There is a constant presence of nurses and orderlies.

21. Orderlies station

Similar to the nurses' station (17) but for orderlies.

Occupants: There is a 35% chance that an orderly will be in here.

22. Maximum security wing

This wing of the sanatorium can house up to 8 high risk patients. Access into and out of the wing is restricted to those carrying the correct code key, and the doors can be locked/unlocked from security control (25) in the event of an emergency. All orderlies and nurses assigned to this wing carry personal attack alarms, stun sticks and/or tasers. The patient rooms are kept locked at all times.

They can only be opened from the outside, and have a small, reinforced glass window in them. The rooms themselves are padded (no sharp edges), and have a single bed in each (secured to the floor) plus whatever else the doctors have allowed.

Occupants: There is currently only 1 patient in the maximum security wing: Michael Harper.

23. Michael Harper's room

This is the location of the missing CIS agent Michael Harper. See 'The Investigation 15' for full details.

Basement:

24. Open hall

25. Security room

The security room is manned 24 hours a day. From here, CCTV cameras show the 3 hospital wings, reception, rotunda, IT room, server room, and the interior of each of the 8 maximum security rooms. Cameras on the exterior of the sanatorium also show various views of the grounds.

Occupants: There will always be a security guard on duty here.

26. Pharmacy store

Kept locked, this is where the sanatorium keeps its medical supplies.

27. Server room

Kept locked at all times, this secure room contains the servers that are the heart of the sanatorium computer network. The room has a sophisticated security system, which will trigger a silent alarm in the security room (25) and at the offsite company which provides the sanatorium's IT needs, should the door be forced. There is also a halon anti-fire system installed.

28. Storage rooms

Old pieces of furniture, boxes of medical sharps awaiting collection etc.

First Floor:

29. Landing

30. Staff apartment: Howard Folkman

This apartment is where Howard Folkman lives during term time. There are two rooms. One is a bedroom / bathroom, the other a lounge / kitchenette.

Search: A thorough search of Folkman's apartment will find the following:

1. A sizable collection of books on general psychology, including several on hebephrenia, the subject of Folkman's postgraduate specialty.
2. A laptop computer with files and information relating to the Bloody Tongue website. The computer also contains several digital images of Ariel, in what looks like a padded cell.
3. A suitcase on the top shelf of the wardrobe contains a hooded yellow and white robe, with what looks like Egyptian hieroglyphics around the hemlines. Within the folded robe is a loaded pistol.

31. Staff apartment: Dr Ziberi

Dr Anila Ziberi lives here. There are two rooms. One is a bedroom / bathroom, the other a lounge / kitchenette.

Search: A thorough search of the apartment will find the following:

1. Ziberi has a large book collection, covering parapsychology (including several books on altered reality disorders), psychology, Egyptology and the occult.
2. There is a locked safe in the bedroom, under the bed. A successful Electronics Security check will allow it to be opened. Inside are: deeds to a property at a place called 'Lizard Point'; E\$1000 in cash; a copy of 'The Legacy of Nephren-Ka'; an ornate dagger with a silver blade and an Egyptian style pommel (see Appendix B).

32. Staff apartment: Dr Sapperstein

Dr Sapperstein has nothing suspicious in his apartment, unless Keepers wish to add items as red herrings to put the Investigators off the scent.

33. Dr Peasbody's office

The office of Dr Peasbody. Dr Peasbody lectures at Miskatonic University, and is rarely at the sanatorium.

34. Dr Wrenn's office

Dr Wrenn spends a lot of his time away from Arkham, but when he is here, this is where he spends most of his time. His office is well furnished in classic style (leather bound chair, large teak desk, towering shelves crammed with books etc).

35. Dr Ziberi's office

Ziberi's office is modern and minimal. There is a desk with a computer on it, bookshelves, a couch and 2 chairs, potted plants etc. She is careful to keep nothing incriminating here.

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Anything that could link her to the cult is kept in her safe in her apartment (31).

36. Dr Sapperstein's office

Nothing of interest.

37. Guest rooms

In case relatives of patients need somewhere close by to stay, the sanatorium maintains 4x guestrooms. These are currently unoccupied.

38. Admin offices

Open plan offices, with 2m high partition walls in between desks off the main walkway. The sanatorium has 4x permanent admin staff, who are nominally assigned to each of the for resident doctors. The sanatorium regularly hires admin staff from a Boston temp agency.

39. Staff room

Used by the admin staff for smoke breaks, the staff room has a small tv-portal, drinks and snacks dispenser, a table and about a dozen chairs of various shapes and sizes.

40. Meeting room

Used for staff meetings.

41. Bathroom

KEEPERS INFORMATION 12

Exposing Howard Folkman

See 'Keepers Information 10' for details on how Howard Folkman will react to being questioned about his involvement in the kidnappings.

Dr Ziberi will act shocked and outraged at the Investigators accusations against Folkman, but if presented with evidence, will engage in a dangerous game of bluff. She will immediately place Folkman in the 'custody' of one of the sanatorium security guards, Venwood, and if the Investigators make it know that they have information regarding the patient records of the John Doe in the high security wing, she will invite them up to her office to investigate further. Venwood will bring Folkman.

Once in her office, Ziberi will offer the Investigators refreshments (tea, coffee?) while she calls up the patient database on her computer.

There is indeed a John Doe, signed in by Dr Sapperstein, currently in room H7 in the high security wing. Ziberi will immediately call for some orderlies to meet her at room H7, and for Dr Sapperstein to meet her in the rotunda.

Around now, the potent drug that Dr Ziberi put in the Investigators drinks should start to take effect.

Roll Investigators CON vs a POT of 20. Any who fail are unconscious for 1d4 hours.

Success means that they are groggy and uncoordinated for 1d10 MR (skills reduced to half).

If any Investigators refused to take a drink, Ziberi will be forced to use her Suggestion or Dominate psionic talents. As Ziberi talks about how she is outraged at Folkman's actions, Investigators will grow mesmerized by her words. Failure of a PP vs PP check against Ziberi results in the Investigator falling into a deep sleep.

Any hardy Investigators left standing must now confront Venwood and Folkman, who are joined by two orderlies, Jackson and Style, wielding stun batons.

If threatened, Ziberi will use her 'Enter the Shadow World' spell to escape.

Darkness will engulf the Investigators...

THE INVESTIGATION 14

Guests of the sanatorium

Give each of the Investigators the following information on a printed out slip of paper:

You awake groggy, with a dull headache, staring at the ceiling of a small, padded room, about 3m square. Trying to stand up, you find you are strapped into an orange straight-jacket, and still dizzy.

The room is bare. A heavy door with a small window looks out into a dark corridor, lined with similar doors. A small, barred window near the ceiling opposite the door lets in a shaft of moonlight. The Investigators should have no idea how long they have been unconscious. If any of them starts shouting, allow the others to make a Listen check. Success indicates they can hear the shouts.

Let the Investigators stew for a while. Trying to escape from a straight-jacket is a very difficult task. None of the Investigators are escapologists, but allow them a DEXx1% chance if you are feeling generous. To use strength to escape the straight-jacket is even more difficult. Roll STR vs 25.

Even if an Investigator escapes from his straight-jacket, the door is reinforced, and has no lock on the inside.

THE INVESTIGATION 15

Rescue

Melina Jones arrives:

Suddenly, one of the rooms containing the Investigators will unlock from the outside and open. A pretty dark-skinned woman in a police style jumpsuit will appear in the doorway, holding a pistol.

Moving into the room, the woman will begin freeing the Investigator, speaking as she does so.

"I know who you are. You are investigating the disappearance of 3 hackers, Zeph, AKA Nelson Reeves, Charli AKA Marty Dale, and Ariel, AKA

Monica Kostowicz. I have been following your investigation ever since you arrived in the UA. My name is Melina Jones, and I think we can help each other."

Melina Jones will free each Investigator in turn, then open room H7. In the corridor outside the rooms, is the unconscious body of one of the orderlies (not Jackson or Styles).

The Investigators will probably want to know who Melina Jones is, and why she is helping them. She will tell them the following:

"I work for the Internal Security Division of Hallidor Corporation. Six months ago, my employers were victims of a data heist. The Tree of Life group was a front set up by my team to first investigate, and then to try and set up the people we suspected of conducting the heist.

When the same hackers attacked Cenargo Corp, my employers pulled the plug on my operation. If Cenargo found out we were trying to hire the hackers via a front company, well, you can guess what conclusions they may come to.

I had been following up a couple of leads on my own, including one of their agents, a Michael Harper, but the trail went cold in Boston. When you arrived asking the same questions I had, I decided to keep myself informed of your whereabouts. When you didn't return from the sanatorium, and then Dr Ziberi left, I came to investigate."

Concerning Michael Harper:

Michael Harper lies in room H7, drugged up to the eyeballs. He has been kept in this state since he arrived at the sanatorium on 28 June, looking for Ariel/Monica Kostowicz.

It will take up to 72 hours for his meds to wear off. In the meantime, all he can do is drool and say 'Harper' or 'Ziberi'.

Escape:

Melina will suggest that they leave the sanatorium before one of the staff discovers signs of a break-in and calls the police.

If the Investigators insist on looking around, perhaps for a hint as to where Dr Ziberi and her colleagues have disappeared to, or to locate their missing personal effects (which are in Ziberi's office, in bin liners, ready to be disposed of) see 'Keepers Information 11' for the key to the floor plans. If they encounter any security guards, use the stats for Venwood. The guards will call the Arkham Police.

Where to now?

If the Investigators searched Dr Ziberi's apartments, they may have found the deeds to the house at Lizard Point. If not, perhaps Melina has information regarding this. A

quick check on local maps will reveal that Lizard Point is a headland on the Atlantic side of Massachusetts Bay, out past the town of Gloucester.



KEEPERS INFORMATION 13

Lizard Point

See Keepers Maps 4-5. Lizard Point, also known as 'The Lizard', is the name of the isolated stretch of forested headland at the top of the peninsula that forms the Atlantic side of Gloucester Harbour. The headland gets its name from the coloured veining of the cliffs that forms remarkable serpentine-like patterns.

The cliff scenery is magnificent and attracts many visitors during the summer months. The Atlantic coast is fretted into many small bays, caves pierce the cliffs in some areas, and bold isolated rocks fringe the shoreline. Notable places of interest include the Dragon's Den – a chasm formed by the collapse of a sea-cave in 2147; the Stags – a dangerous reef stretching eastward from the point; and Penance Cove – a natural funnel in which air is compressed by the waves to be violently ejected as foam at high tide.

Because of the dangerous reef, there is a lighthouse atop Blake's Island.

Lizard Point is a conservation area, and is uninhabited save for several large houses – holiday homes mainly, each set back in its own grounds.

KEEPERS INFORMATION 14

The house at Lizard Point

The house that Dr Ziberi owns at Lizard Point lies at the top of Fort Hill Avenue (number 48), a narrow, winding road overshadowed by pine forest that leads SE from Eastern Point Blvd (the main road running up the peninsula from East Gloucester).

It is up to the Investigators how they proceed here. If Melina Jones is with them, she will be against calling the local police, as without hard evidence or a warrant, there is little that they will be able to do beyond knocking on the door and walking around the property. Melina could try to pull some strings, but it will still take hours before the warrant is issued, and during that time Ariel could be in danger.

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The Perimeter:

Around the grounds of 48 Fort Hill Avenue is a 2.5m high stone wall topped with anti-intruder paint and security lights. The gates are securely locked, and there is an intercom system on the gatepost, which no one will answer if pressed.

The perimeter walls completely surround the grounds, including on its seaward side, though here it is replaced by concrete posts and a steel mesh fence.

From outside the gates, the house itself can just be made out, through the foliage, about 30m up the gravel drive. A successful Spot Hidden roll will mean several cars can just be made out through the greenery.

The Grounds:

Trees block any view of the house from the road. Beyond the trees, a gravel driveway leads across open, overgrown lawns to the house. The grounds are roughly 1km square.

The gates and overgrown lawns surrounding the house are watched from inside the house on CCTV, and any Investigators crossing this area have a 35% chance of being spotted by one of the guards inside the house.

There are several cars parked around the back of the house. If the Investigators think to write down the number plate details, they will be able to hand this information to Melina or to the police.

The House:

The house itself is a 'Huf Haus' style building, kind of a cross between Bauhaus and an oversized skiing chalet. All the windows and doors are locked. In addition, the windows are tinted so that it is impossible to see in.

Unless otherwise detailed, all furniture is covered in dust sheets, and there are boxed up items (kitchen stuff, books etc). The following locations are important (and in some cases integral) to the adventure. See Keepers Map 6.

The Kitchen:

Despite the rest of the ground and first floor seeming deserted, there are signs in the kitchen that someone has been here recently. A coffee maker is plugged in, and there are cups, sachets of coffee, sugar etc. There is also a dirty ashtray, and a deck of holocards.

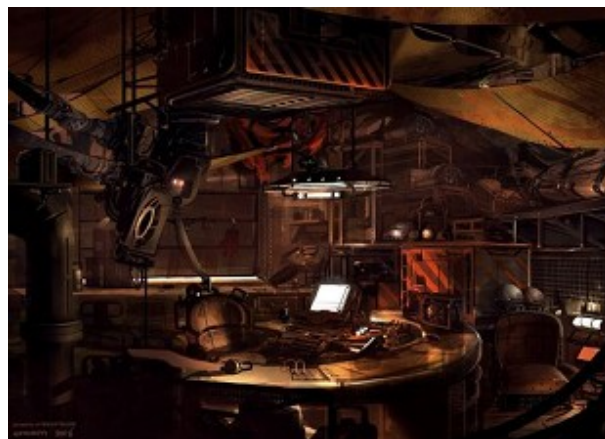
The Attic:

Steps lead up to a trapdoor in the ceiling of the garage. It appears to either be stuck, or locked from the other side. It is in fact bolted from above, so the Investigators will not be able to pick any lock to gain entry. To force the trapdoor from below requires the Investigator to match STR vs 20 (because of the difficult position).

Inside the attic is Venwood, who is currently assigned to watching the CCTV suite that monitors the grounds of the house for signs of intruders. Venwood will be ready for any Investigators entering the attic, behind the trapdoor armed with TASER pistol.

If Venwood sees the Investigators approaching the house, he will immediately try to contact Ziberi. Unfortunately, Ziberi is in the secret temple below the house, and has left her link in another chamber, and will not hear the call. Venwood may decide to head down to the temple, this is up to the Keeper.

If captured he will refuse to divulge the location of Ziberi unless physically assaulted, in which case he will reveal the location of the hidden passageway in the basement.



The Basement:

The basement is reached via a trapdoor in the floor of the kitchen. It is dusty, and appeared unused. A Spot Hidden roll will reveal that there are recent footprints in the dust that carpets the stone floor. They appear to head to and from the stairs to a stack of crates against the north wall, all labelled 'Patten Institute'. Closer examination reveals that the crates are not real - they are an elaborately constructed façade, that slide along the wall when a hidden catch is released (Search roll).

Behind the crates is a brickwork arch, through which are a set of 2m wide steps leading down into darkness.

The Secret Stairs:

Lit by dim electric lights at intervals, the stone stairs appear to be cut from the rock of Lizard Point itself. After about 10m the stairs turn sharply to the west, proceed for another 5m then turn sharply south. The walls are now covered in damp green slime, and there is a briny smell in the air.

The Cavern:

After descending another 10m, the stairs open out into a subterranean chamber. The chamber is lit like the stairs, and there are more crates stacked in here, as well as tools lying around. At the southern end of the cavern is the entrance to the secret temple.



KEEPERS INFORMATION 15

The Secret Temple to Nyarlathotep

The house at 48 Fort Hill Avenue has been in the possession of the Bloody Tongue cult for over a century. Below the house is a huge, natural cavern, in which the cult have built a replica Egyptian temple to Nyarlathotep. The temple looks constructed out of stone, but on closer examination will be revealed to be wood and plastic composites.

Conventions

All chambers are lit with ornate brass light fixtures, crafted to resemble archaic lanterns. The lighting emitted resembles torchlight, low, and creating many shadows. All rooms are 5m high. See Keepers Map 7.

1. The Entrance

An elaborate stone entrance in the southern wall of the cavern. It is trapezoidal in shape, and obviously Egyptian in design, flanked by black and gold statues of Jackal-headed men bearing ornate staffs. A History roll will identify the figures as Anubis, the Egyptian God. Beyond the entrance is a 3m wide tunnel of rough-hewn stone blocks, lit at intervals by ornate lanterns.

Listen: From somewhere within the entrance, chanting can be heard.

Occupants: None.

2. Chamber of Absolution

After 10m, the entrance tunnel opens out into a chamber 10m wide, 5m high and 6m across. The walls are covered in hieroglyphics. The far (south) wall is actually a row of square pillars, 1m apart, with another room beyond. In the centre of the floor are two square fountains, 1m high, each filled with fresh water.

Occupants: None.

3. Chapel of Nephren-Ka

Beyond a second set of square pillars lies the Chapel of Nephren-Ka. 10m wide and 20m deep, lit by ornate brass light fixtures, at the southern end of the chapel, in front of a 10m wide flight of stone steps, is a 4m high statue of black onyx, depicting a pharaoh on a throne.

Spot Hidden: In the shadows of the east wall is a small opening, 1m wide and 2m high. It leads into a dark chamber, 6m long and 2m wide, with another 1m wide entrance in the centre of the east wall, from which light comes.

Occupants: None.

4. Robing Chamber

This is where the cultists don their ceremonial robes over their normal clothing. 3m wide and 5m deep, the east wall is made up of a row of square pillars, each 0.5m wide. Along the north and south walls are rows of pegs, most of which are empty. A solitary set of white robes, edged with gold, hangs on one of the pegs.

Occupants: A Priest, in black robes edged with gold, is in here, with a white robed Acolyte. They have been arguing, and are late for the ceremony. They will be surprised by the Investigators, unless the Investigators have made a lot of noise. Cursing, the Priest will push the Acolyte (a goth girl, about 17 years old) through the pillars at the east end of the chamber, shouting for her to raise the alarm, while grabbing a curved ceremonial looking sword from beneath his robes.

Search: There is a small antechamber beyond the pillars, 1.5m wide and 5m deep, with 1m wide tunnels heading out of the north and south walls.

5. Meditation Chamber

3m wide and 2m deep, this room is used by priests seeking a moment of solitude before and after ceremonies.

Occupants: None.

6. Outer Temple

10m wide and 6m deep, with a 5m wide set of steps starting in the centre of the chamber and disappearing down through a trapezoidal opening. The opening is flanked by statues of Anubis, like the entrance (1).

Listen: The chanting is much louder here, seeming to come from down the stairs

Occupants: None.

7. Cells

1m square alcoves in the walls of the tunnel here have metal grates in their floors. Each grate is locked with a heavy metal padlock and chain. A Deviser roll is required to pick the locks, or a STR roll vs 20 to break the lock open with sheer force.

Occupants: One of the cells contains Charli, aka Marty Dale. He is dirty, hasn't eaten in several days, and scared and confused. Last thing he remembers is going to sleep after watching the Chaos Iteration. After that he has vague memories of a dream involving him on a highway, hitching, then something about Egypt. Charli is due to be a sacrifice if the Investigators don't rescue him.

8. Inner Temple

10m wide and 20m deep, with two rows of 1m wide, square pillars at it's north end, the inner temple resembles an Egyptian 3rd Dynasty temple perfectly. At it's southern end is a raised platform, 5m square, dominating which is a huge statue that towers almost to the ceiling, which is 8m high in here. It is a black and gold statue of a handsome, young Egyptian man dressed in regal apparel. This is Nyarlathotep, in his guise as the Dark Man. In front of the statue is an open stone sarcophagus, it's lid propped up against the statue.

Occupants: When the Investigators enter this chamber, go directly to 'The Investigation 16'.

9. Behind The Statue

Behind the statue, a 1m wide tunnel runs south for 5m before arriving at a 2m square room, with steps leading up to the east and another 1m wide tunnel running west.

Occupants: Depends on outcome of 'The Investigation 16'.

10. Chamber of the High Priestess

The 1m wide stop steps lead up into a 5m square chamber, with a sunken bath at the southern end. Next to the bath is a table, atop which is a pile of items.

Search: This is where Ziberi prepares herself and the sacrifices to Nyarlathotep. On top of the table are some personal effects of Dr Ziberi, including her name tag from the Arkham Sanatorium, and her car-keys. In an ornate wooden box, there are robes for the High Priest – golden robes and a mask resembling Ra, god of the Sun. There is no indication as to who exactly this is. Perhaps he will appear in a future adventure...

Ariel's clothes are in a pile next to the sunken bath.

11. Escape Tunnel

This 1m wide tunnel has two long flights of stone steps down, and runs west for 25m.

12. The Subterranean Dock

The escape tunnel eventually arrives at a wooden dock in a flooded cavern. Moored at the dock is a small motor boat, reached by a 5m long ladder. There is a partially flooded tunnel out of the cavern to the north, which eventually emerges out of the Lizard Point cliffs into the Atlantic.

Occupants: There is an Acolyte here, under orders to have the boat ready at all times, should Ziberi need to make a fast exit. This is also how Ziberi reaches the temple, so that none of the cultists apart from Venwood, Folkman, Styles and Jackson ever see her face.



THE INVESTIGATION 16

Endgame

When the Investigators arrive at the Inner Temple, the final phase of the ceremony will be in full swing. Cultists in a mixture of white and black hooded robes, numbering maybe 20 in all (17 Acolytes, 3x Priests), stand in a semi circle around the raised platform, chanting an ancient, sinister litany, that booms and echoes around the chamber.

4x black robed figures, priests wearing grotesque Anubis masks, emerge onto the platform from behind the giant statue, carrying aloft a figure dressed like an ancient Egyptian princess – it is Ariel, seemingly in some kind of trance. They are followed by a figure in yellow and brown robes, wearing a mask resembling a lioness - Sekhmet, Goddess of War. This is Dr Ziberi, high priestess of the Boston Chapter of the Bloody Tongue cult. Amongst the priests on the raised platform are Styles and Jackson.

Folkman is amongst the Acolytes on the main temple floor.

If the Investigators continue to watch, the masked priests will lower Ariel into the sarcophagus and step back, flanking the high priestess, who will raise her hands and chant loudly in Egyptian.

Failing To Stop The Ceremony

If the Investigators do not interfere, or spend too long reaching the inner temple (Keeper's discretion), they will witness the arrival of Nyarlathotep. He will be in human form, and will climb into the sarcophagus on top of Ariel, who will seem to snap out of her trance and begin to scream uncontrollably. At this point the lid of the sarcophagus will rise up from where it lies, seemingly of its own volition, and land with a boom, sealing Ariel and Nyarlathotep inside. Ariel's screams will now be muffled. All at once, the screaming stops. Ariel has been taken by Nyarlathotep to be his bride at his cosmic court.

Stopping the Ceremony 1

If the Investigators decided to interfere before Nyarlathotep arrives, chaos will ensue in the temple. At the first sign of gunfire, most of the Acolytes will scatter, screaming and shouting in panic. The high priestess will flee out of sight behind the statue, followed by two of her priests. The other two priests on the platform will draw wickedly curved knives and head for where Ariel lies in the sarcophagus, meaning to kill her.

The priests in the main temple, aided by a few of the Acolytes (more if there is no gunplay), will try to stop the Investigators, pulling a motley assortment of guns and knives. Ziberi will flee down the escape tunnel to where her boat is waiting, ordering her two priests to stop anyone following her.

Stopping the Ceremony 2

If the Investigators decided to interfere after Nyarlathotep arrives, but before he can reach the sarcophagus, the temple will still dissolve into chaos, but more of the Acolytes will stay to help fight the Investigators. Nyarlathotep, in human form, can be killed, but if this happens his corpse will mutate into the Bloody Tongue, which will destroy the temple and the house above, and consume anyone in his way. Ariel, most of the cultists and the Investigators themselves stand a good chance of being killed in this outcome.

If Nyarlathotep is killed, Ziberi will flee out of sight behind the statue, followed by her priests. They will head down the escape tunnel to where the boat is waiting.

THE INVESTIGATION 17

Loose Ends

If the Investigators manage to rescue Ariel, she will be overcome with emotion, and will hug them all and cry continually. It has been a long ordeal for her, and though she will recover, her sanity will never be the same. The Investigator who is the Computer Specialist will get the most hugs – and kisses if you as a Keeper think it appropriate.

The Investigators will emerge to find police gunships hovering – in all the commotion Melina put in a call to the police.

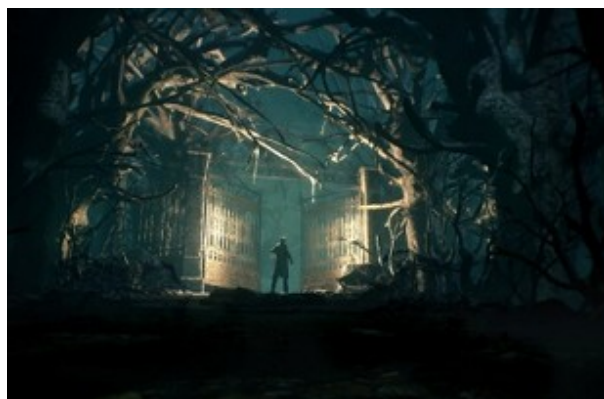
If Anila Ziberi escapes, this will not be the last the Investigators have heard of her.

Another thing to consider is this: Do the Investigators have a copy of the Chaos Iteration?

Rewards:

Rescuing Ariel earns the Investigators +1d10 SAN each. Stopping the ceremony before Nyarlathotep can be summoned earns an extra 2d6.

THE END.



ACKNOWLEDGEMENTS

'The Prophecies Of Science/The Science Of Prophecy' was taken from a Call of Cthulhu adventure I once read. I can't remember the adventure or author now, if you know please get in touch with the site so I can give credit where credit's due. It may have been by Dr. Michael C. LaBossiere, who has written many superb CoC adventures, but I can't be sure.

Inspiration for the malicious program The Chaos Iteration comes both from the Chaosium adventure 'Fractal Gods' and from my own experience of malware through working in the IT industry.

The subterranean temple to Nyarlathotep was inspired by the film 'The Young Sherlock Holmes'.

Arkham Sanatorium and it's staff inspired by the film 'In The Mouth of Madness' by John Carpenter

APPENDIX A: NPC CHARACTERISTICS

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter.

DR ETHAN CAINE

49 year old professor of languages.

STR: 09 Move: 3
CON: 11 HP: 24
SIZ: 13 Dex SR: 3
INT: 18
POW: 16
DEX: 12
APP: 11
BRA: 11



ATTACKS:	ROF	A%	PV	DAM
Punch	1	40	+0	1d3

Armour:

None.

Magic:

Create Focus, Bless Blade; Located Remains; Voorish Sign; Wine Of Drunkenness;

Notes:

Publisher of 'Logical Languages: The Underlying Principles Behind Language Development and Evolution', Dr Ethan Caine was known as the leader in his field, up until his breakdown in 2267.

Caine is a good source of occult information for the Investigators while they are in Arkham. He works as a researcher at Miskatonic University, and is an active member of the Wilmarth Foundation (although as yet he will not disclose this information).

ARIEL / MONICA KOSTOWICZ

24 year old Czech postgraduate student, studying computer security systems in Paris. Lives double life as hacker called Ariel.

STR: 10 Move: 3
CON: 13 HP: 24
SIZ: 11 Dex SR: 2
INT: 16
POW: 11
DEX: 16
APP: 15
BRA: 14



Armour:

None.

Notes:

Ariel may become useful as an NPC in later adventures. Keepers are encouraged to generate her character as a Computer Specialist if need be.

CHARLI / MARTY DALE

19 year old American computer science student at NY State university.

STR: 11 Move: 3
CON: 10 HP: 21
SIZ: 11 Dex SR: 3
INT: 14
POW: 08
DEX: 14
APP: 10
BRA: 10



Armour:

None.

Notes:

Charli won't be much use to the Investigators, but his stats are given here should he come into harms way.

ZEPH / NELSON REEVES

24 year old Canadian computer systems analyst working for small software firm in Boston.

STR: 11 Move: 3
CON: 10 HP: 23
SIZ: 13 Dex SR: 3
INT: 14
POW: 08
DEX: 14
APP: 13
BRA: 12



ATTACKS:	ROF	A%	PV	DAM
Punch	1	40	+0	1d3
Knife	1	50	+0	1d4+2

Armour:

None.

Notes:

Zeph is an Acolyte of Nyarlathotep, and will be one of the Acolytes in the temple.

MELINA JONES

33 year old Afro-American / Korean woman. Agent of Hallidor Corp Internal Security.

STR: 14 Move: 3
CON: 16 HP: 28
SIZ: 12 Dex SR: 2
INT: 14
POW: 10
DEX: 16
APP: 16
BRA: 15



ATTACKS:	ROF	A%	PV	DAM
Punch	1	40	+0	1d3+1d4
Pistol Glock 36	3	70	+0	1d10+2

NEW HORIZON, campaign pack MB2.2

Armour:

None. Melina also wears personal body armour (4AP).

Notes:

Melina is working on her own on this case, and so cannot call Hallidor in should things go awry. She does have contacts in AmeriPol though, and if evidence of cultist activity is discovered, she will immediately 'call in the cavalry.' As in most Hollywood films though, the police will only arrive after the Investigators have confronted the cultists in the temple.

MICHAEL HARPER

Cenargo Internal Security Officer. 34 year old ex-police officer from England.

STR: 14 Move: 3
CON: 13 HP: 28
SIZ: 15 Dex SR: 3
INT: 12
POW: 09
DEX: 14
APP: 13
BRA: 13



Armour:

None.

Notes:

Drugged up to the eyeballs, Harper won't be much use to the Investigators, but his stats are given here should he come into harms way.

Cenargo Internal Security (CIS) Agents (x6)

Military looking men and women.

STR: 14 Move: 3
CON: 14 HP: 14
SIZ: 13 Dex SR: 3
INT: 10
POW: 10
DEX: 14
APP: 10
BRA: 13

ATTACKS:	ROF	A%	PV	DAM
Pistol Glock 36	3	65	+0	1d10+2
M44 TASER	2	55	+0	2d6+6 vs CON
Punch	1	55	+0	1d3+1d4

Armour:

Personal Body Armour (4AP)

Notes:

The Cenargo Agents are armed with TASER pistols and handguns, and are wearing personal body armour beneath their civilian clothes. They have orders to take prisoners, and will prefer to use their TASERS.

DR ANILA ZIBERI

35 year old parapsychologist. Deputy Administrator of Arkham Sanatorium and High Priestess of the Boston Chapter of the Bloody Tongue cult.

STR: 11 Move: 3
CON: 14 HP: 27
SIZ: 13 Dex SR: 2
INT: 16 SAN: 0
POW: 19 PP: 19
DEX: 16
APP: 16
BRA: 12



ATTACKS:	ROF	A%	PV	DAM
Dagger	1	45	+0	1d4+2
Punch	1	40	+0	1d3

Armour:

None, but her 'Blood shield' spell gives her an additional 10AP vs kinetic attacks.

Psionic:

Telepathy: Suggestion/1 85%
Telepathy: Mind Wipe/4 75%
Telepathy: Dominate/7 80%

Magic:

Black Magic: Bless Blade/2	60% + focus
Black Magic: Enchant Dagger/3	55% + focus
Black Magic: Enter the Shadow World/5	75% + focus
Black Magic: Voice of Ra/5	80% + focus
Black Magic: Blood shield/10	70% + focus

Focus:

Ziberi wears a cross of Ankh as a pendant with 18PP.

Notes:

Anila Ziberi is a cold, calculating woman, who is quite insane, although she has managed to convince herself she is immune to such effects. If cornered, she will attempt to use her Dominate or Suggestion psionic talents, coupled with her Voice of Ra (which gives her +1d10APP) if facing male opponents. If the Voice of Ra spell takes her APP above 18, male Investigators much roll POW vs APP or be unable to hurt her.

DR CLAYTON SAPPERSTEIN

38 year old psychologist.

STR: 09 Move: 3
CON: 11 HP: 24
SIZ: 13 Dex SR: 3
INT: 16
POW: 10
DEX: 14
APP: 10
BRA: 10



ATTACKS:	ROF	A%	PV	DAM
Punch	1	40	+0	1d3

Armour:

None.

NEW HORIZON, campaign pack MB2.2

Notes:

Dr Sapperstein is a red herring, and shouldn't really become involved too deeply in the adventure.

DR DAVID WRENN

54 year old psychologist, Administrator of Arkham Sanatorium.

STR: 09 Move: 3
CON: 11 HP: 25
SIZ: 14 Dex SR: 2
INT: 17
POW: 14
DEX: 16
APP: 14
BRA: 10



ATTACKS:	ROF	A%	PV	DAM
Punch	1	40	+0	1d3

Armour:

None.

Notes:

Dr will be away in Boston at the time of the adventure, and shouldn't really become involved in the adventure.

HOWARD FOLKMAN

26 year old deranged hebephrenic psychology postgraduate.

STR: 11 Move: 3
CON: 12 HP: 23
SIZ: 11 Dex SR: 3
INT: 14 SAN: 0
POW: 14 PP: 14
DEX: 09
APP: 12
BRA: 11



ATTACKS:	ROF	A%	PV	DAM
Punch	1	40	+0	1d3
VP78 Pistol	3/A3	50	+0	1d8+1

Armour:

None. Folkman also wears personal body armour (4AP) when at the temple.

Magic:

Black Magic: Voorish Sign/1 70%
Black Magic: Song Of Hastur/2 65%
Black Magic: Gaze Of The Basilisk/5 80%

Notes:

Folkman is an Acolyte in the Order of the Bloody Tongue cult. He is paranoid, and carries an automatic pistol.

MARCH VENWOOD

26 year old Security Guard from Arkham Sanatorium and Priest in the Bloody Tongue Cult.

STR: 15 Move: 3
CON: 14 HP: 29
SIZ: 15 Dex SR: 2
INT: 14 SAN: 20
POW: 14 PP: 14
DEX: 16
APP: 09
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Punch	1	60	+0	1d3+1d4
M44 TASER*	2	60	+0	2d6+10vsCON
M36 Shotgun**	3	70	+0	4d6+6/1d6

* target incapacitated for 1d6+2 MR

** stun

Armour:

4AP personal body armour.

Magic:

Black Magic: Voorish Sign/1 90%
Black Magic: Bleeding/3 80%
Black Magic: Maggot Spray/4 85%
Black Magic: Gaze Of The Basilisk/5 75%
Summoning: Call the Faceless (Nightgaunt)/3 70%

Notes:

Venwood is Afro-American, tall and muscular. He carries a shotgun filled with baton rounds.

ASIA STYLES

47 year old Orderly from Arkham Sanatorium and Priest in the Bloody Tongue Cult.

STR: 13 Move: 3
CON: 14 HP: 27
SIZ: 13 Dex SR: 3
INT: 13 SAN: 10
POW: 14 PP: 14
DEX: 12
APP: 08
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Punch	1	40	+0	1d3+1d4
Pistol HK45	3	50	+0	1d10+2
Knife	1	45	+0	1d4+2+1d4

Armour:

4AP personal body armour.

Magic:

Black Magic: Voorish Sign/1 80%
Black Magic: Ward of the Flesh/1 90%
Black Magic: Mist of R'lyeh/2 85%
Black Magic: Circle Of Nausea/4 90%
Black Magic: Twist Of The Tongue/4 85%
Black Magic: Swarm Of The Abyss/5 75%

NEW HORIZON, campaign pack MB2.2

Notes:

Styles has sadistic tendencies and loves to mistreat hospital residents.

MIKE JACKSON

46 year old Orderly from Arkham Sanatorium and Priest in the Bloody Tongue Cult.

STR: 13 Move: 3
CON: 12 HP: 26
SIZ: 14 Dex SR: 3
INT: 14 SAN: 10
POW: 14 PP: 14
DEX: 14
APP: 09
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Punch	1	40	+0	1d3+1d4
Pistol Glock 22	3	55	+0	1d10+1
Knife	1	40	+0	1d4+2+1d4

Armour:

4AP personal body armour.

Magic:

Black Magic: Ward of the Flesh/1	85%
Black Magic: Mist of R'lyeh/2	70%
Black Magic: Twist Of The Tongue/4	80%
Black Magic: Gaze Of The Basilisk/5	90%
Summoning: Call the Faceless (Nightgaunt)/3	75%

Notes:

Like Styles, Jackson has sadistic tendencies and loves his role as priests in the cult.

PRIESTS OF NYARLATHOTEP (x4)

Black and gold robed cultists.

STR: 14 Move: 3
CON: 14 HP: 28
SIZ: 14 Dex SR: 2
INT: 13 SAN: 20
POW: 14 PP: 14
DEX: 16
APP: 09
BRA: 10

ATTACKS:	ROF	A%	PV	DAM
Punch	1	40	+0	1d3
Sword	1	50	+0	1d8+1+1d4
Pistol Glock 22	3	60	+0	1d10+1

Armour:

4AP. All priests also wear personal body armour.

Magic:

Black Magic: Voorish Sign/1	80%
Black Magic: Ward of the Flesh/1	80%
Black Magic: Mist of R'lyeh/2	80%
Black Magic: Twist Of The Tongue/4	80%
Black Magic: Swarm Of The Abyss/5	80%

Notes:

Apart from Styles, Jackson and Venwood, there are 4 other priests in the temple. Three are male, one is female. All are from the Boston area. The Priests of Nyarlathotep will do everything short of sacrificing their lives to defend the high priestess.

ACOLYTES OF NYARLATHOTEP (x19)

White and gold robed cultists.

STR: 12 Move: 3
CON: 12 HP: 23
SIZ: 11 Dex SR: 3
INT: 11 SAN: 35
POW: 12
DEX: 12
APP: 11
BRA: 11

ATTACKS:	ROF	A%	PV	DAM
Punch	1	40	+0	1d3
Knife	1	50	+0	1d4+2
VP78 Pistol	3/A3	55	+0	1d8+1

Armour:

None.

Notes:

The Acolytes are drawn from the ranks of the young and disaffected of Boston. Student dropouts, homeless folk etc. The majority will scatter if threatened with a gun, although one or two might put up a fight. Most will be armed with ceremonial daggers, though one or two will have pistols. There are 19 Acolytes in the temple. 17 in the inner temple, 1 at the secret dock, and 1 in the robing chamber.

NYARLATHOTEP: HUMAN FORM

A tall, slim figure with the young face of an antique pharaoh, around who's eyes there lurks the languid sparkle of capricious humour.

STR: 12 Move: 12
CON: 19 HP: 30
SIZ: 11 Dex SR: 1
INT: 86 SAN: N/A
POW: 100 PP: 100
DEX: 19
APP: 18
HF: None

ATTACKS: SR A% DAM

Unarmed, but can use any weapon at 100%

Armour:

None.

Magic:

Knows all Forbidden Science spells; he can summon monsters at a rate of 1MP per POW pt of the monster. He may summon a Byakhee, Hunting Horror or Servitor of the Outer Gods at the cost of a single MP.

Notes:

If brought to OHP, Nyarlathotep will collapse, and change form into that of the Bloody Tongue.

NYARLATHOTEP: THE BLOODY TONGUE

Enormous monster with clawed appendages and a single, long blood-red tentacle in place of a face.

STR: 80 Move: 16
CON: 50 HP: 140
SIZ: 90 Dex SR: 1
INT: 86 SAN: N/A
POW: 100 PP: 100
DEX: 19
APP: -
HF: 1d10/1d100

ATTACKS:	SR	A%	DAM
Claw	6	85%	10d6+10d6

Armour:

None.

Magic:

Knows all Forbidden Science spells; he can summon monsters at a rate of 1MP per POW pt of the monster. He may summon a Byakhee, Hunting Horror or Servitor of the Outer Gods at the cost of a single MP.

Notes:

In this form, Nyarlathotep will only attack those who attack him. Instead he will smash his way up through the rock, destroying the temple and the house above in the process, before disappearing into interstellar space.

APPENDIX B: ARTIFACTS

The Legacy of Nephren-Ka

Written by renowned Egyptologist Professor Crawford Carrington in 2052, this book details a lost period of the history of ancient Egypt.

Also known as the Black Pharaoh, Nephren-Ka was the last Egyptian pharaoh of the Third Dynasty. Nephren-Ka began a worship of Nyarlathotep and birthed the ideas that later gave way to the Starry Wisdom that swept through Egypt and the world. In the course of this worship, he acquired the Shining Trapezohedron from merchants of Khem.

Once in his possession, he built a dark temple around it, committing sacrifices to the Haunter of the Dark in exchange for the creature's limitless knowledge. It was this exchange that ultimately brought Nephren-Ka's reign to an end. Such were his deeds that his name was struck from the monuments and other records.

Sanity loss 1D3/1D6; Forbidden Science +1%/+4%; an average of 10 weeks to study and comprehend or 20 hours to skim. Spells: Call The Crawling Chaos; Voice of Ra; Enchant Dagger; Call The star-steed.

The Dagger

The dagger is one of a pair of ceremonial blades that are exact copies of an ancient original kept in the British Museum. The other dagger is kept at the secret temple at Lizard Point. Both daggers are magical, having had 'Enchant Sacrificial Dagger' cast on them.

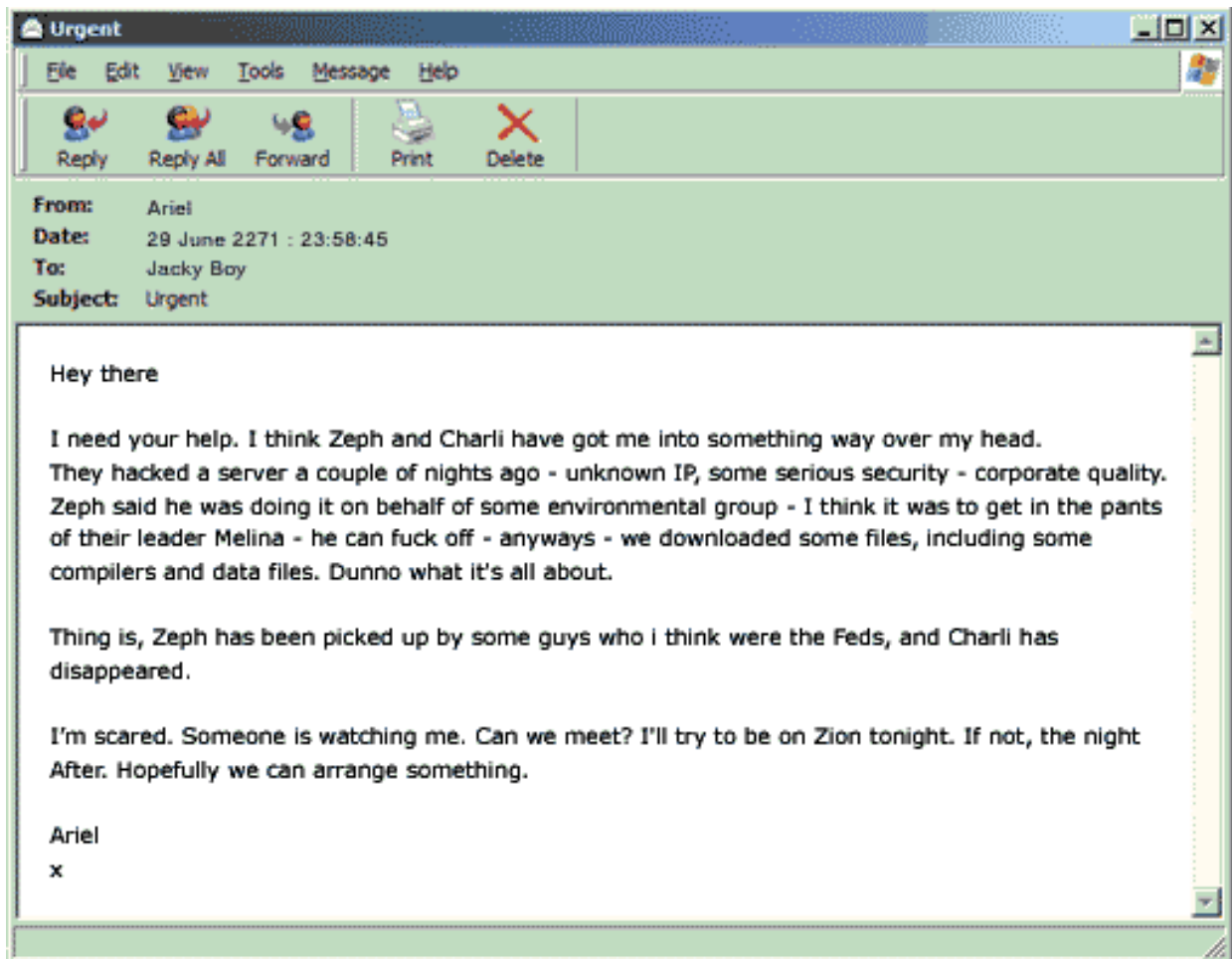
When used by a priest of Nyarlathotep, the blade can be used to drain POW from sacrificial victims, which can then be channelled into a binding object (an altar, perhaps) or into the wielder. The dagger also has the added ability to wound creatures normally immune to mundane weapons.



APPENDIX C: HANDOUTS

INVESTIGATORS HANDOUT 1

Ariel's Email:



INVESTIGATORS HANDOUT 2

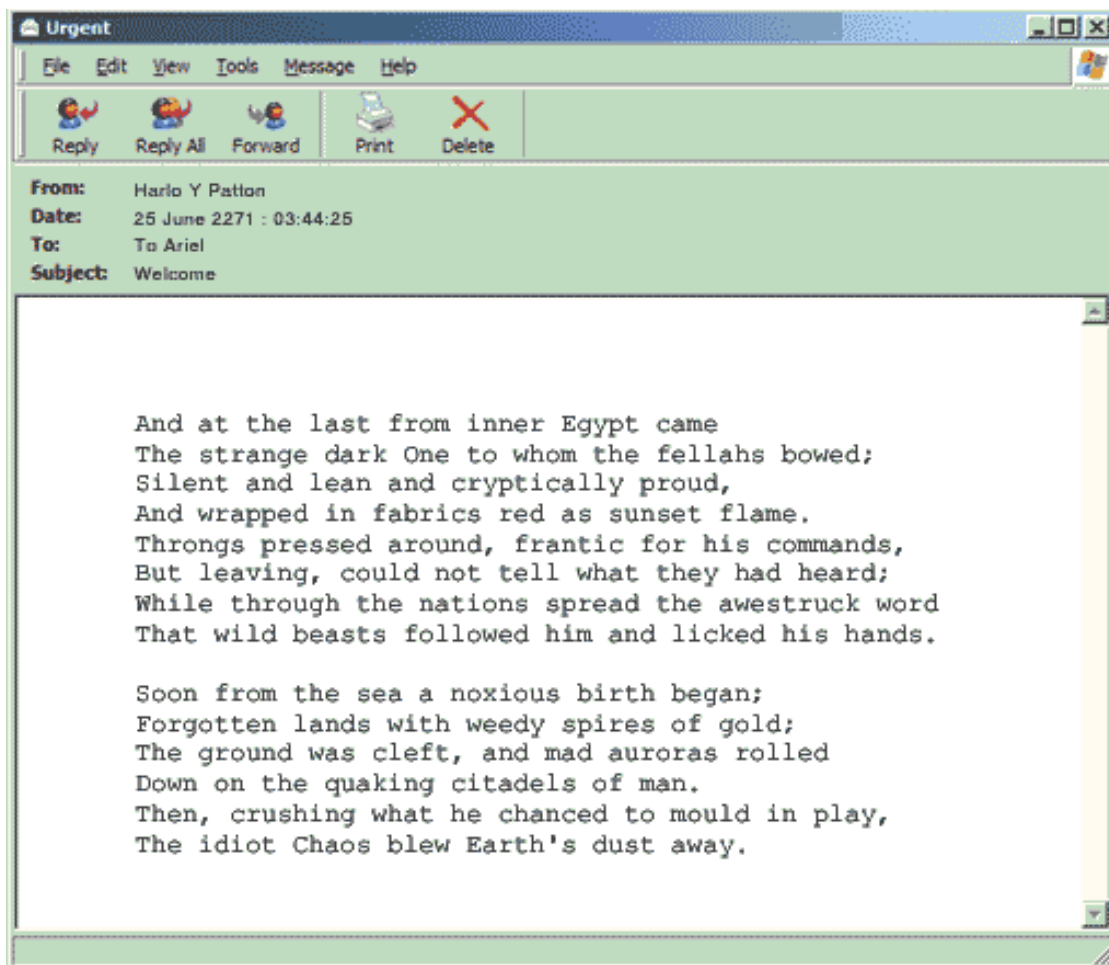
The News Story:

Police are appealing to the public for help in locating Monica Kostovicz, who has not been seen since 28 June. Kostovicz, a 24 year old Czech postgraduate student is studying computer security systems at Paris Tech.

EuroPol and Cenargo Internal Security officers want to speak to Kostovicz in connection with an attempt to illegally gain access to restricted Cenargo data servers that happened on 21 June this year.

INVESTIGATORS HANDOUT 3

The anonymous email:



INVESTIGATORS HANDOUT 4

The Order of the Bloody Tongue:

Little is known about the Order of the Bloody Tongue, beyond several articles suggesting that it may be an offshoot of the long-defunct Starry Wisdom Cult.

The Starry Wisdom Cult was a quasi-religious order founded by Professor Enoch Bowen in 1844 in Providence, Rhode Island. Upon his return from Egypt, Enoch purchased the Free-Will Church atop Federal Hill and began the cult.

Soon after its founding, other churches in the area began warning their flocks about the evil of Starry Wisdom, both through whispers and in sermons. By the end of 1845, the sect had grown to 97 members. Then, in 1846, 3 people disappeared from the surrounding neighbourhood. Seven more disappearances occurred in 1848, and the first whispers of blood sacrifices within the walls of the Free-Will Church surfaced. These rumours did not stop the sect from growing. By 1863, the sect had a standing membership of over 200.

In 1869, though, things started to turn dark for the sect. After the disappearance of a neighbourhood boy named Patrick Regan, a group of Irish boys mobbed the church. After 6 more disappearances in 1876, a secret committee called on the mayor to do something about the sect. In February 1877, the church officially closed. Later, a gang of Federal Hill boys had a run in with the remainder of the sect and, by the end of the year, over 181 persons left Providence for points unknown.

Artefacts recovered from the church are said to have been Egyptian in the main.

INVESTIGATORS HANDOUT 5**Arkham Sanatorium – Admissions/Discharges**

Admission Date:	28 June 2271
Name:	John Doe
Age:	Early 30s
Sex:	Male
Nationality:	English?
Reason for Admission:	Found by police officers wandering the interstate west of Arkham. Identification failed to find match in FPRD. Unresponsive to questions.
Admitting Doctor:	Dr Sapperstein
Admitted By:	Officer Murphy
Discharge Date:	N/A
Discharge Doctor:	N/A
Discharged To:	N/A

Admission Date:	1 July 2271
Name:	Jane Doe
Age:	Early 20s
Sex:	Female
Nationality:	Eastern European?
Reason for Admission:	Found by beaten and unconscious on interstate west of Arkham by passing driver. Identification failed to find match. Admitted when became violent towards police officers.
Admitting Doctor:	Dr Sapperstein
Admitted By:	Officer Murphy
Discharge Date:	[The day before the Investigators arrive]
Discharge Doctor:	Dr Sapperstein
Discharged To:	The Patten Institute

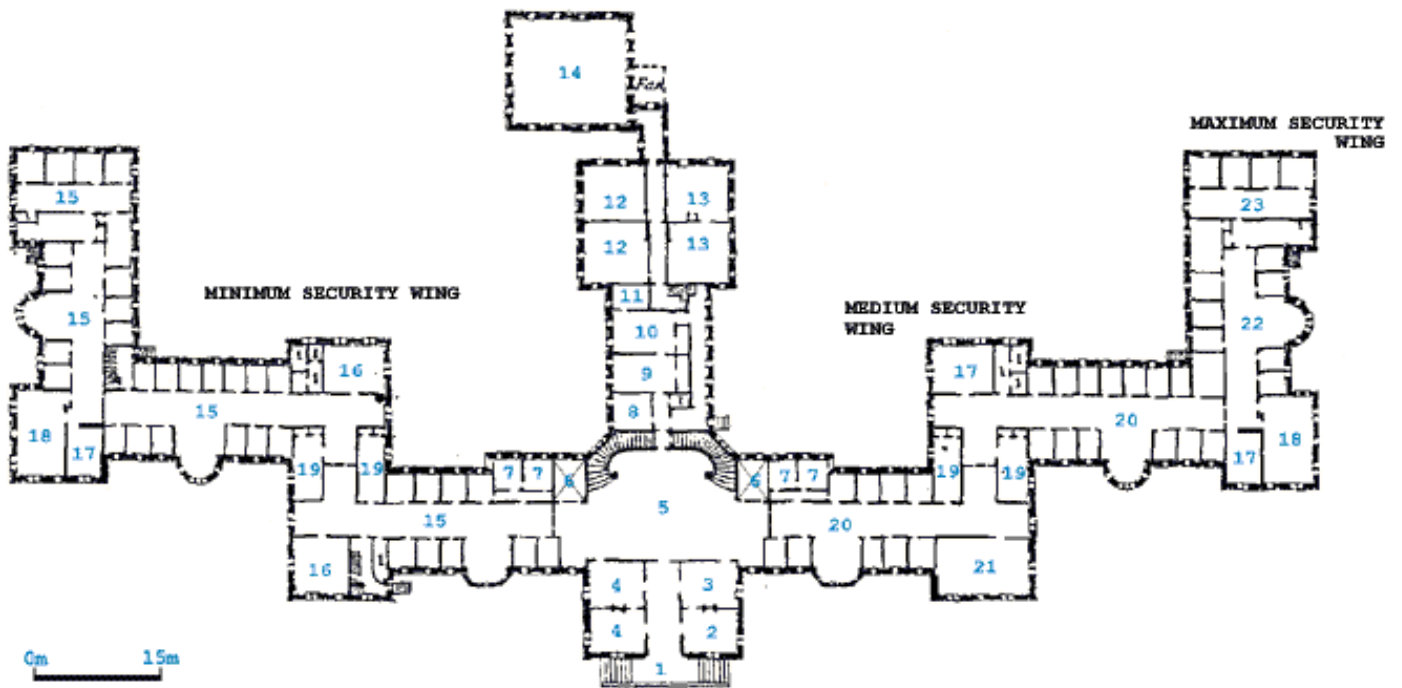
ARIEL / MONICA KOSTOVICZ'S APARTMENT



THE HOUSE AT LIZARD POINT



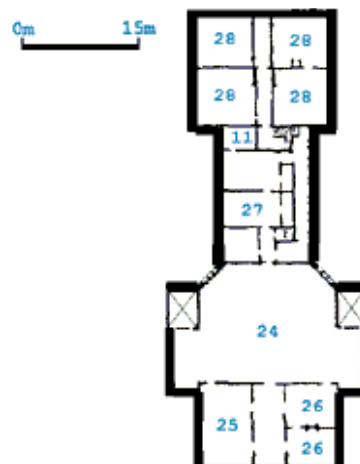
MAP 1: ARKHAM SANATORIUM 2271 - GROUND FLOOR



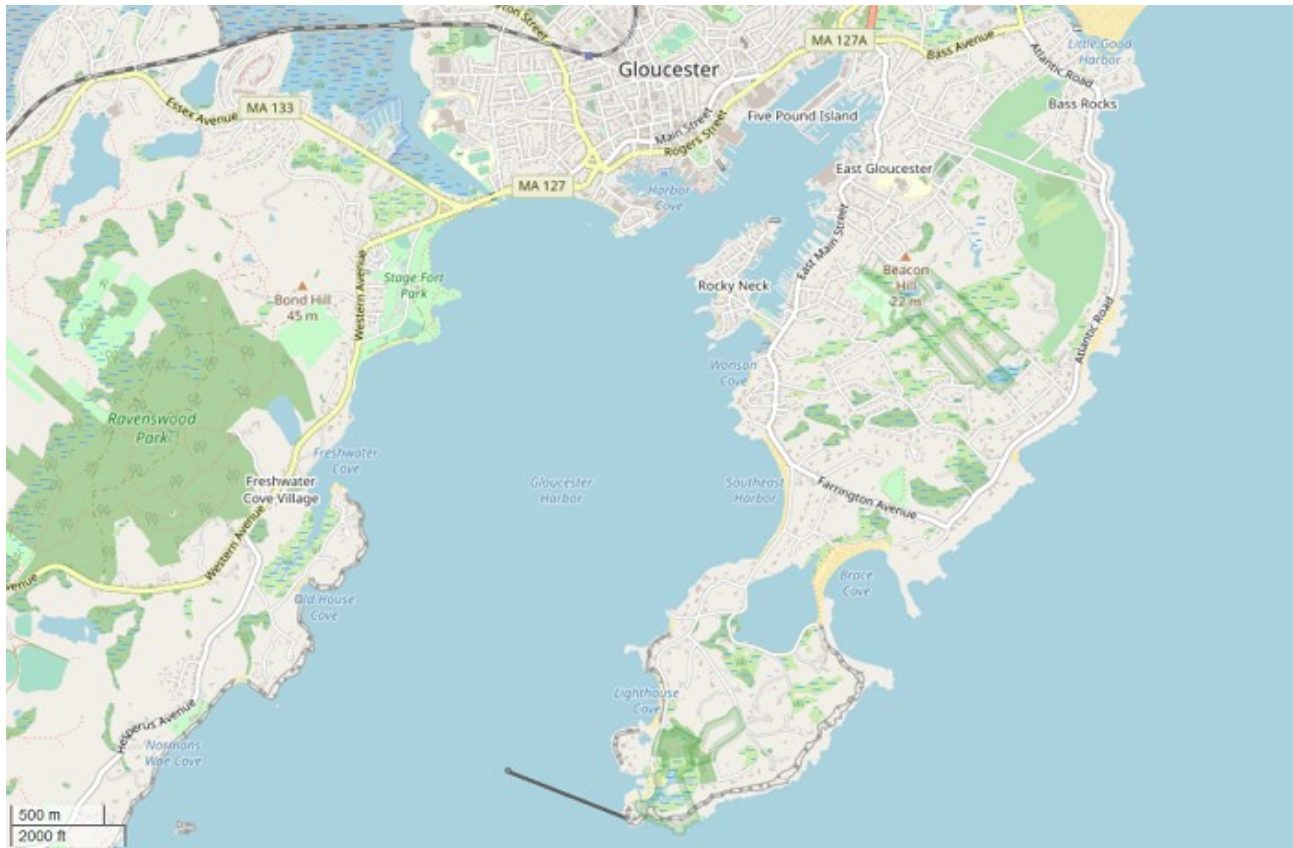
MAP 2: ARKHAM SANATORIUM 2271 - 1ST FLOOR



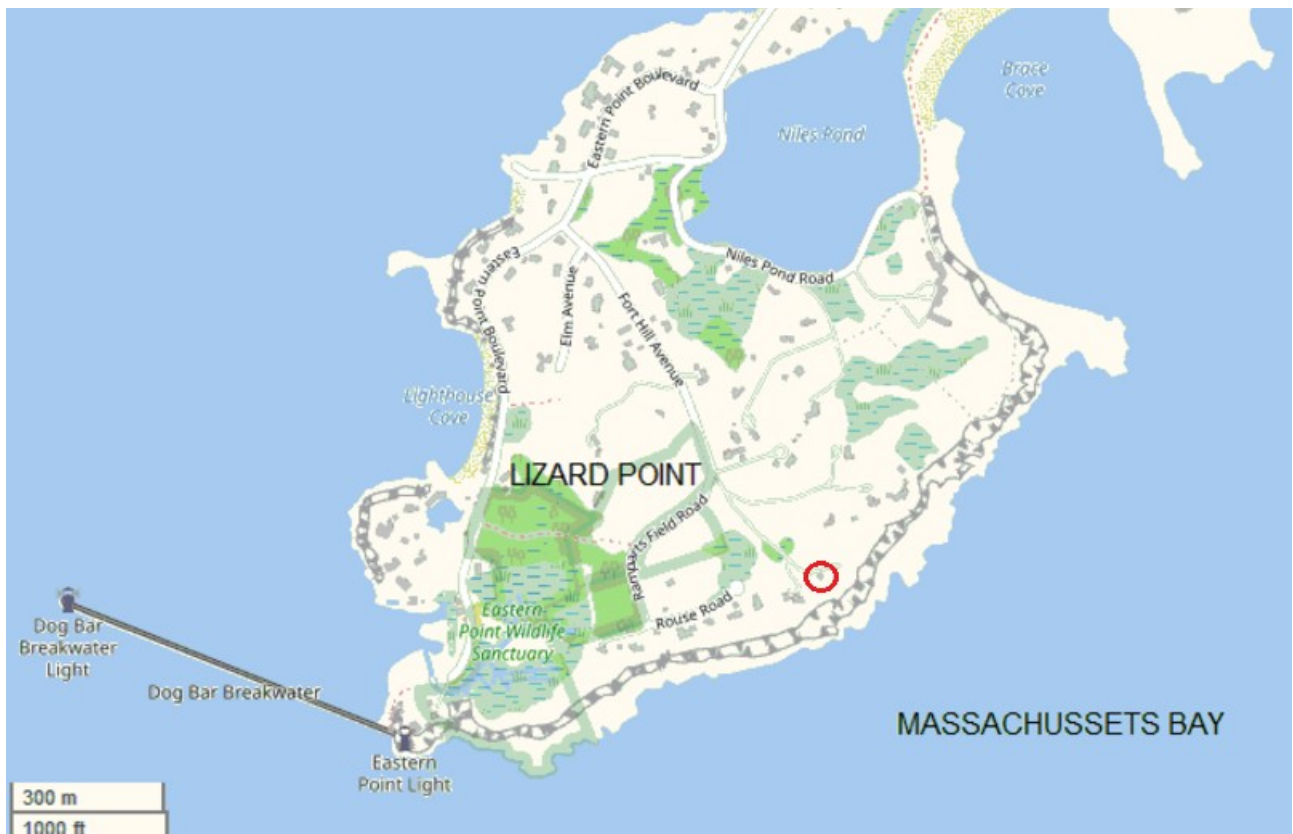
MAP 3: ARKHAM SANATORIUM 2271 - BASEMENT



MAP 4: GLOUCESTER, MASSACHUSETTS

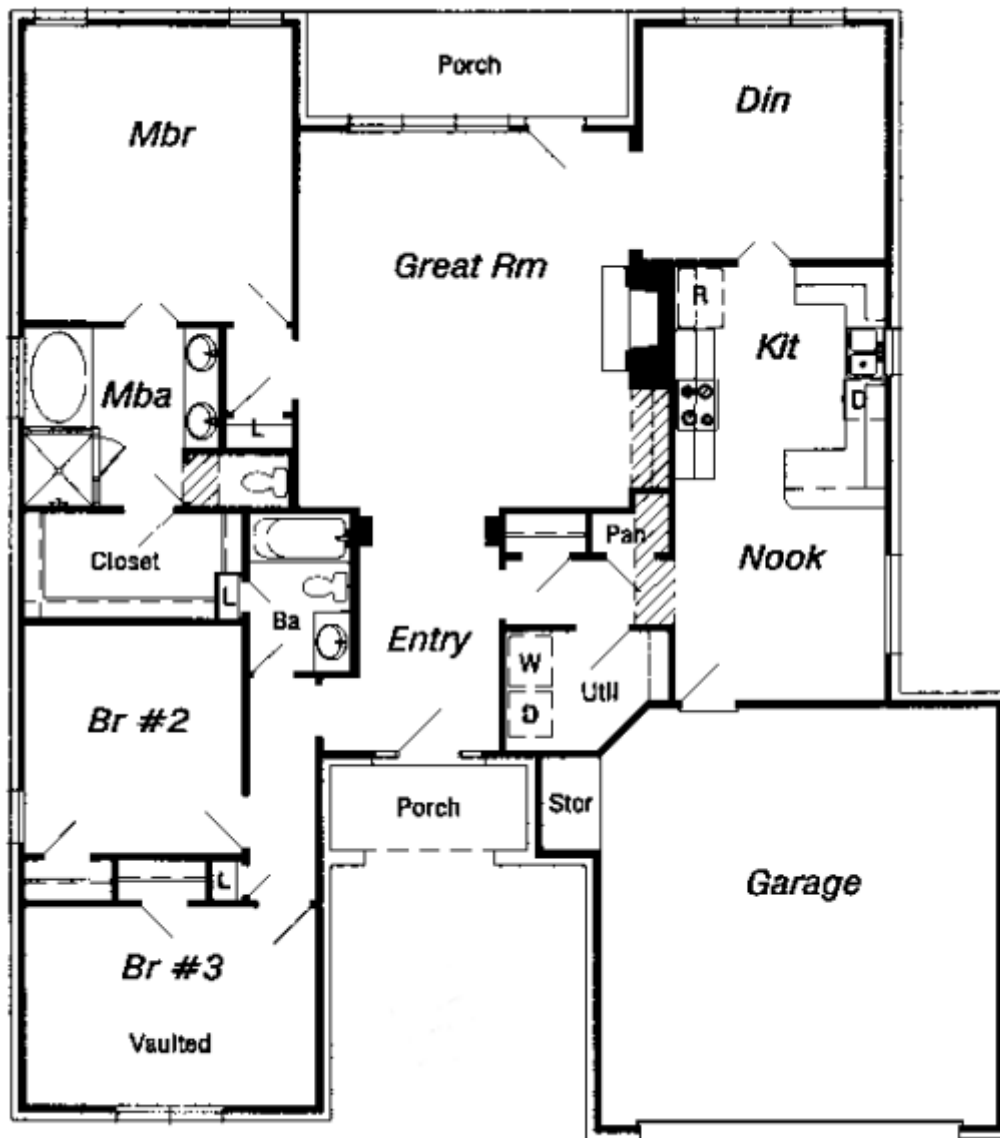


MAP 5: LIZARD POINT, MASSACHUSETTS

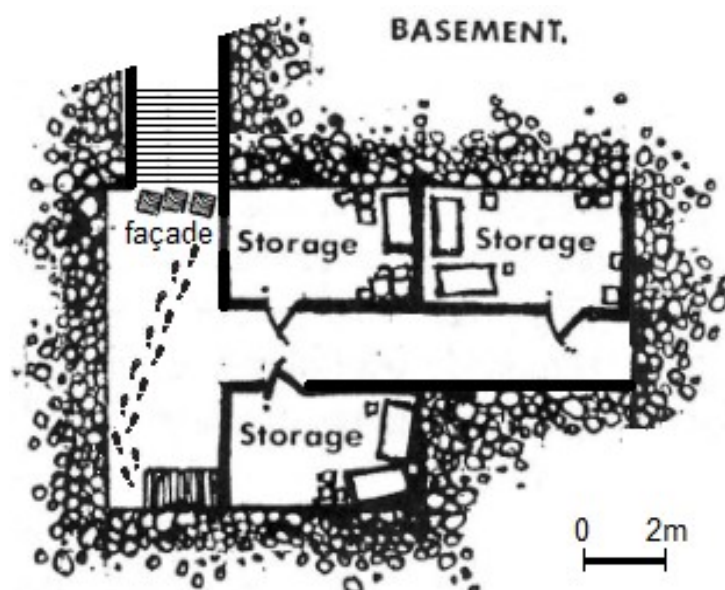


48 Fort Hill Avenue, Lizard Point

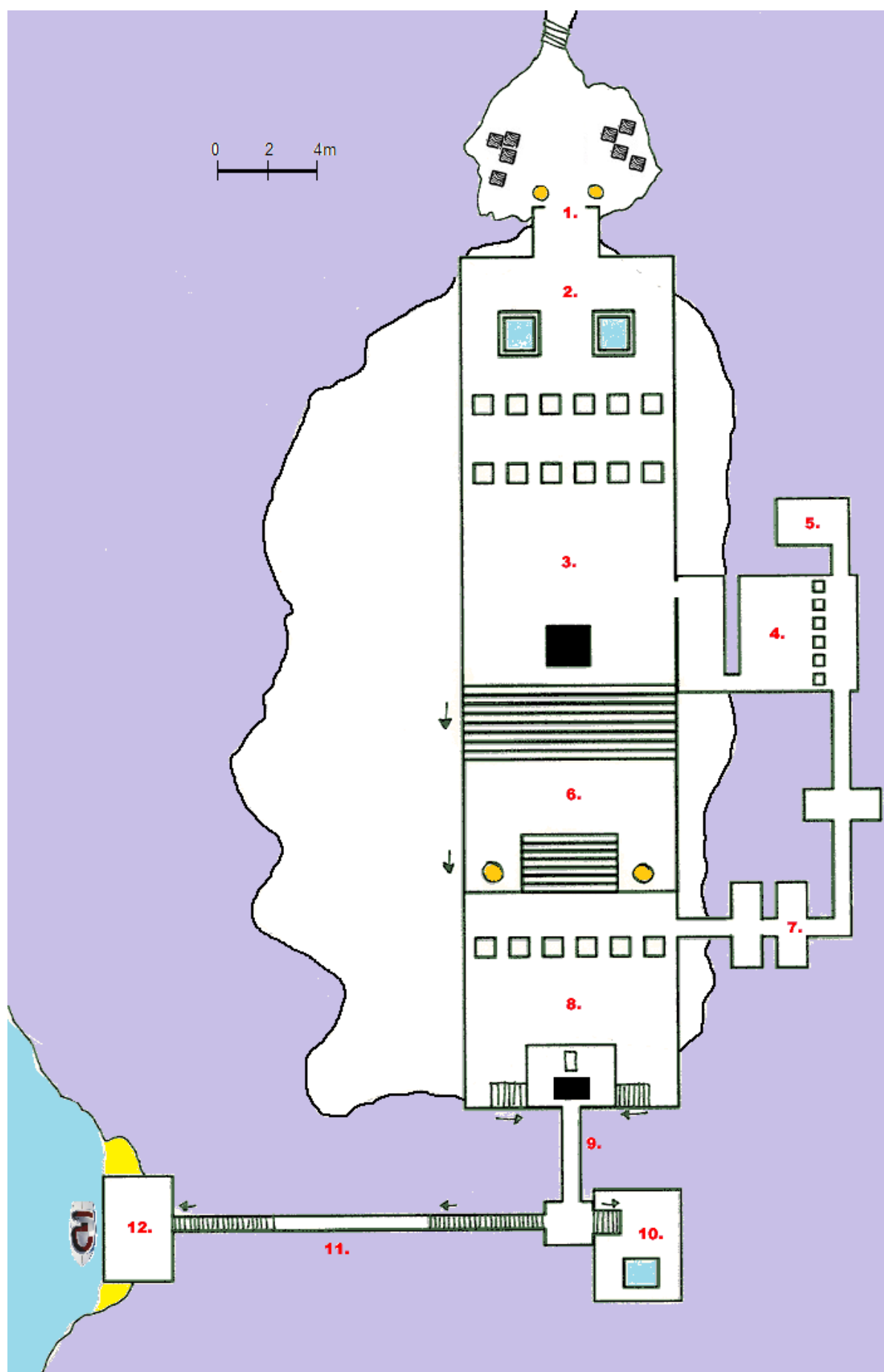
MAP 6: THE HOUSE AT LIZARD POINT



Floor Plan



MAP 7: THE HIDDEN TEMPLE OF NYARLATHOTEP



MAP 8: ARKHAM COUNTRY



MAP 9: ARKHAM CITY



INHERITANCE

by John Ossoway

Inheritance is a Cthulhu Rising NH adventure for a small group of investigators, with the requirement that one of them is an academic of some kind. It follows on from a previous adventure, MB02 The Chaos Iteration, but with a little work from the Keeper, can be run as a stand-alone piece.

This adventure begins 3 months after the events in the previous scenario MB02 The Chaos Iteration...

KEEPERS INFORMATION 1

Introduction

The adventure begins with the death of a distant relative of the academic investigator, and the inheritance of certain items as laid out in the relative's Will.

The Investigators will soon be drawn into an investigation into the circumstances surrounding the relative's death, which will involve interstellar travel to the Federal colonies, and a deadly confrontation with a dark cult known as the 'Second Church of Ashago', who are using a front company, 'Triton Marine Research', for Project Altior – a project intended to clone a hybrid race of Super-Deep Ones using DNA from a 'Star Spawn of Cthulhu'.

If the investigators rescued Ariel in MB02 The Chaos Iteration, she will currently be in a psychiatric hospital in the Czech Republic. She communicates with the Investigators via email. Cenargo have not filed any criminal charges against her. In fact Harlan Wexler, head of Cenargo Earth R&D, has offered her employment upon her release.

KEEPERS INFORMATION 2

Dawlish Cartwright

Dawlish Cartwright was an academic, a lecturer in Religious Philosophy at NY State University in the United Americas until taking early retirement about 10 years ago to his house in the Boston suburbs to live his life in an almost-reclusive fashion. Almost, because he broke out of this seclusion from time to time to go travelling for periods ranging from several weeks to several months at a time.

In the years before his retirement from lecturing, Cartwright had become very interested in the belief-systems of ancient cultures, especially those in the Pacific Rim nations. He had found evidence that a lot of these cults were linked by a common heritage - evidence that began to look like more than just coincidence. Delving deeper, Cartwright soon began to realise that cults relating to these ancient gods may still be in existence today.

Cartwright's investigations led him to Innsmouth, and the infamous 'Esoteric Order of Dagon', a pagan religious cult combining Holy Scripture, Middle-Eastern fertility worship, and Polynesian rites.

Despite it's centre of worship (Innsmouth) being destroyed, and the religion outlawed in 2253 by the Federal Government, Cartwright has discovered that the cult has survived, now operating under the name 'The Second Church of Ashago'.

Unfortunately, Cartwright's investigations caused him to gain the attention of the cult, who began to watch Dawlish, following him, trying to figure out what he knew.

When Cartwright travelled to the colony at Proxima II, the cult rightly suspected that he was onto their operations on that planet, and decided to have him killed. Cartwright suspected this might happen, and so, before he departed, he altered his Will, leaving a collection of artwork and clues to the one person he thought would carry on his work: his nephew (the academic Investigator).

INVESTIGATORS INFORMATION 1

Introduction

It is October 2271. Three months have passed since the exposing of the cult involved in kidnapping and ritual killing. Wounds have healed, and life has settled back into its comforting routines.

The investigators are back in Europe, gathered at the academic Investigators' home, watching FedNet News...

Keeper's note: only read the red text if Dr Anila Ziberi survived The Chaos Iteration.

It is a rainy October evening, and you are gathered together, watching the FedNet News. FedNet Dave, the smiling anchorman cheerfully reads the top news items...

...Federal officers arrested fugitive Doctor Anila Ziberi this morning as she attempted use false identification to board a transport bound for the colonies at Alpha Centauri.

Ziberi, leader of an extremist religious cult calling itself the 'Order of the Bloody Tongue', is wanted by FedPol on charges of kidnapping and murder.

The military build-up in the Herculis Cluster continues, despite the Federal Government denying that they are planning an offensive against the rebel colonies. A UEAF spokesman stated that the increased military presence was purely to counter smuggling and piracy in the region. We have a report later in the programme from our correspondent Kendra Cole, who is at the Carter Colony in the 70 Ophuci star system.

Closer to home, preparations for next months Solar System Cup are well underway, with hosts Earth expecting a large influx of offworld Aeroball fans in the run up to the opening match, the European Lions vs. the North Titan Spacers.

It's time for the weather, Mary?

As Mary, the smiling FedNet weathergirl forecasts more rain, the phonelink rings.

INVESTIGATORS INFORMATION 2

Bad News

The call is from the investigators' aunt Mina in Edinburgh. She has some bad news. The investigator's uncle (her brother), Dawlish Cartwright has died.

It seems that Uncle Dawlish was the victim of a mugging by a street gang in Prox spaceport at the Proxima Colony, who melted away as quickly as they had appeared. Dawlish died of his wounds on the way to hospital, and local police don't hold out much hope for catching the culprits.

With a 26 hour communication delay between Earth and Proxima, Mina says that Uncle Dawlish's body won't be arriving from Proxima for another two weeks, and that there will be a memorial ceremony some time after that.

INVESTIGATORS INFORMATION 3

Uncle Dawlish

Brother of the Academic Investigator's father, Uncle Dawlish was an academic, a lecturer in Religious Philosophy at NY State University in the United Americas. He took early retirement about 10 years ago to his house in the Boston suburbs to live his life in an almost-reclusive fashion. Almost, because he broke out of this seclusion from time to time to go travelling for periods ranging from several weeks to several months at a time.

He had always been quite a distant relative, and as such his death is upsetting, but does not overcome the

Investigator with grief. Contact with him consisted mostly of brief exchanges at family gatherings, and after his retirement the occasional e-Card from someplace exotic. Uncle Dawlish's travels took him to all corners of Earth, and then even further a field, first to the offworld colonies on the moon and Mars, then out of the solar system.

He had obviously pushed his luck too far on Proxima. Despite the colony being one of the closest to Sol, it has its fair share of street criminals.

Dawlish never married, and has no children.

INVESTIGATORS INFORMATION 4

The Last Will And Testament of Dawlish Cartwright

The next day, the Academic Investigator receives a call from reputable Boston law firm 'Ashby Cromwell and Tithe'. The caller informs him that as executors of his uncle's Will, they have been instructed to arrange delivery of a crate of personal effects and writings, as he considered his nephew the 'only student' remaining amongst his living relatives. The crate has been in storage in a secure storage facility in Boston ever since Dawlish left Earth for Proxima a month ago.

The Investigator can choose to either have the crate delivered, which will take 24 hours, or to pick it up when they go to the memorial ceremony in Boston in a couple of weeks. It is hoped that, interest piqued, they will want to see it as soon as possible.

THE INVESTIGATION 1

The Crate Arrives

If the Investigators request the crate to be delivered, a courier firm will bring a large crate to the Academic Investigator a day later. The crate must be signed for. In addition to the crate, the courier gives the Investigator a sealed courier pouch, containing a keycard.

The crate is reinforced plastic, 2m x 1m x 1m, and locked. A label reads 'Cartwright, D' followed by a long serial number and the date it was sealed: 2 days before Dawlish left for Proxima. The keycard in the courier pouch is required to open the crate.

The items in the crate make it obvious that Cartwright had become very interested in ancient cults and religions. There are lots of pieces of tribal art, notes, some typed into a datapad, some handwritten in Dawlish's spidery hand, and a folder of news clippings and email printouts. There is also a blank envelope containing a numbered keycard, with the name 'Nobles Storage Solutions, Boston, UA.'

Assuming the Investigator(s) examine the contents of the crate more closely, they will discover the following:

NEW HORIZON, campaign pack MB2.2

The Tribal Art Collection:

Give the party Investigators Handout #1. The crate contains a collection of extremely curious 'pieces', which would be the delight of any collector of aboriginal art. Almost all the pieces originate from the south Pacific. Many of the items are labelled. The text of the label is given in italics for each item. Pieces of interest are:

1. A piece of 'Tapa' cloth from the Tonga Islands, the design a dark green star upon a brown background. "First occurrence of the five pointed star in this area. Natives unable to account for design, except that it is very old."
2. Stone idol. "Cook Islands. Note lack of neck, misshapen torso, tentacles for legs/arms. Natives have no name for it."
3. Stone head. Miniature of Easter Island style. "Found in Ponape. Natives call it 'Elder God'."
4. Jade figurine of man with frog head. "Exciting batrachian head of figure, presumably man. Are fingers webbed? Natives endow with meaning – fear association."
5. Carved lintel. "New Zealand Maori. Exquisite workmanship. Central figures obviously octopoid. Disturbing combination of fish, frog, octopus and man."
6. Coral pendant carved into five pointed star. "Note five pointed star design – again!"
7. Polynesian statuette. "Ancestral figure, New Hebrides. Some manifest relation to same cult as that of Ponape and Innsmouth. Mention of 'Cthulhu' to owner frightened him."
8. A grotesque, bearded tribal mask. "Solomon Islands. Exciting suggestion of tentacles, not hair, as beard."
9. Aboriginal war shield. "Queensland. Maze design, with squat, arthropoid figure at centre. Cthulhu?"
10. A rough, five pointed star, maybe 10cm across, carved from an unfamiliar, grey stone.
11. An exquisitely made figurine, 20cm high carved from greenish-black stone. It looks like an aboriginal concept of some ancient monster. It has an octopoid head, a mass of tentacles.

It gives the Investigators a vivid, unforgettable impression of ancient evil (SAN loss 0/1). "C – or some other?"

The Datapad:

On the datapad, the Investigators will find information about the following:

1. The Esoteric Order of Dagon (Investigators Handout #2 and Keepers Information #3).
2. The Ponape Scripture (Investigators Handout #3 and Keepers Information #4).

3. Dagon (Investigators Handout #4 and Keepers Information #6).
4. The Doomed City of Ashdod (Investigators Handout #5 and Keepers Information #7).
5. Information about Pacific Rim civilisations, and the Inca/Aztec civilisations of South America.

The Newspaper clippings:

Collected into an A4 clear plastic wallet, in no particular order, are a jumble of newspaper clippings from across the world, detailing strange storms, inexplicable earth tremors, police raids on cult gatherings (including the events at Lizard Point from MB02 The Chaos Iteration), unsolved crimes, unusual natural phenomenon etc. It reads like an editorial file for Fortean Times.

A successful Data Analysis check will turn up a handful of news clippings that Dawlish seemed to think had some connection – all collected together in an envelope.

1. April 2269: British writer called Guy Sweetman, died suddenly of a heart attack six weeks after publishing an article in 'Occult Review' about the mysterious 'Fish Men of Ponape'.
2. July 2270: Obituary - Eminent Marine Biologist Harvey Sterrick died suddenly of a heart attack hours after delivering a lecture on 'Myth Cycles of the Ancient World' in Frankfurt. Sterrick, 48, was infamous for several controversial papers connecting previously unconnected religious beliefs of ancient cultures.
3. August 2271: Jason Freeland, investigative journalist for Occult Review, disappeared while conducting research for an article about the writings of Guy Sweetman, who died suddenly two years ago. Freeland has not been seen for over six weeks. Police are treating the disappearance as suspicious.

The Envelope:

As mentioned earlier, the envelope contains a numbered keycard, with the name 'Nobles Storage Solutions, Boston, UA.'

If the Investigators contact the number on the card, they will find that the key fits a safety deposit box, opened by Dawlish Cartwright, and with access rights granted to the Academic Investigator.

KEEPERS INFORMATION 3

The Esoteric Order of Dagon

The Esoteric Order of Dagon is classified as a pagan religious cult combining Holy Scripture, Middle-Eastern fertility worship, and Polynesian rites. It was originally located in Innsmouth, Massachusetts from the early 1840s to February, 1928, then from the late 2230s to June 2253. The religion was attributed with the sudden and abundant return of fine fishing to the area and was embraced by the local townsfolk as the result. The order

NEW HORIZON, campaign pack MB2.2

became the greatest influence in town, taking up headquarters in the old Masonic Hall on New Church Green. Priests of the order are rarely seen by human eyes, and then only as passing shadows that haunt the observer with their sinister qualities. Priests wear the Tiara of the Deep Ones as a badge of their station.

In 1846, a strange disease wracked Innsmouth. When villagers from nearby communities investigated, they found half of the town's people dead, and Obed Marsh and his Order in complete control.

Degenerative traits began to surface in the children of Innsmouth, blamed on the plague, but actually caused by interbreeding with the nearby colony of Deep Ones, as dictated by Marsh's Order. All of Innsmouth's churches were converted or closed. The town became shunned by the surrounding villages, and the Marsh family maintained its death grip until the Order's destruction at the hands of the federal government.

Thought long dead, the cult re-emerged about 20 years ago, and in 2253, Innsmouth was quarantined by the FHS using the cover story of an outbreak of Ngano plague. This caused major panic on the American east coast, but enabled the government to effectively seal the entire area off. Federal Law Enforcement officers, backed up by AmeriCorps soldiers raided the town, while gunships dropped proximity mines on a location just off the coast.

The raid resulted in the capture of approximately 200 Deep One hybrids. Several of the town's leading figures were taken into custody, though many more were either killed during fighting, or discovered to be missing (they fled to the colonies).



During the raid FLEA discovered a copy of the log of the Sumatra Queen, the ship of Innsmouth's most prominent merchant-captain and founder of the Esoteric Order of Dagon, Captain Obed Marsh; a Marsh family history dated 1862; two copies (one badly burnt) of the Ponape Scripture; five conical stone tablets inscribed with glyphs (weighing about 20kg each); and incomplete translation notes for the strange glyphs, compiled over many years by Severin Marsh, who was killed by soldiers while resisting arrest.

The stone tablets were turned over to the Military Sciences Division cryptography unit in June, 2253. By November, 2254, the translation was completed as the Book of Dagon. The captured hybrids were moved to a prison facility in south-eastern Arizona disguised as a military supply depot.

Innsmouth was firebombed and remains sealed off by order of the Federal Government to this day. The religion is now outlawed by the Federal Government, but branches of the cult may still secretly exist.

Despite it's centre of worship (Innsmouth) being destroyed, and the religion outlawed in by the Federal Government, the cult has survived. Now operating under the name 'The Followers of Ashago', its main centre of influence on Earth lies in the Pacific Rim Nations, and the West coast of the United Americas.

KEEPERS INFORMATION 4

The Ponape Scripture

Around 1734, during his stay on the Caroline isle of Ponape, Captain Abner Exekiel Hoag discovered the original manuscript of the Ponape Scripture.

Hoag was unable to read the hieratic Naacal the book was written in, but with the help of his servant Yogash and many years of study, he managed to translate it. Ecclesiastical outcry over references to Dagon kept the book from being published until after his death, but it had circulated surreptitiously through spiritual circles for quite some time. Abner's granddaughter, Beverly Hoag Adams published his translation in a slightly abridged and erroneous edition. The original copy, written on parchment made from palm leaves and bound in the wood of a long-extinct cycad, could be found at the Kester Library in Salem, before it was bought by a private collector in 2257.

According to legend, the high priest of Ghatanothoa, Imash-Mo, and his successors wrote this book in the hieratic Naacal tongue of the lost continent of Mu. The book preaches conversion to the service of Dagon, and tell of the mighty wizard-priest Zanthu. The book was of special interest to Professor Harold Hadley Copeland, who offered his own translation in 1907.

KEEPERS INFORMATION 5

Nan Madol, Ponape

One of the island states of Micronesia, Ponape hasn't changed much in the centuries between today and the era of New Horizon. Locals generally live as they have always done.

Nan Madol reportedly was the ceremonial and political seat of the Sau Deleur dynasty in late prehistoric times. It in fact it predates the Sau Deleur dynasty, and was built by worshippers of Cthulhu with the aid of Deep Ones. This fantastic complex of 92 artificial islets sees few tourists. Nan Madol lacks the well-publicized glamour of the Pyramids and Chichen Itza. If Nan Madol is not glamorous, it is certainly incongruous. Who would expect such huge stone structures to rise in the middle of nowhere?

In a recent interview, William Breck, a University of Oregon anthropologist sponsored by the National

NEW HORIZON, campaign pack MB2.2

Geographic Society, described Nan Madol in these terms:

"To withstand time and the sea, the artificial platforms were built in a staggeringly laborious process. Multiton basalt columns, formed by volcanic activity, were stacked horizontally, log-cabin style, to form outer walls. The inside was then filled with coral rubble to form a dry surface several feet above high-tide level. Radiocarbon testing finds signs of human habitation at Nan Madol as early as A.D. 500, and the megalithic construction ceased by about 1400."

Besides incongruity and a certain bizarreness, Nan Madol does pose several problems: How were the huge, very heavy prismatic columns of basalt quarried and transported? Why was Nan Madol built at all? Why by 1400 AD did the inhabitants stop building their massive ocean-going canoes and begin a decline?

Today, Nan Madol is uninhabited, and visited only by tourists and their guides. Permission is needed from the Federated States of Micronesia to visit the site. In addition, a company called 'Triton Marine Research' has a small research base at the site. Floating base just off coast.

If the Investigators decide to visit Ponape, they will not find anything suspicious, unless you as a Keeper want them to...

KEEPERS INFORMATION 6

Dagon

Dagon, mentioned in the Books of Judges and I Samuel, was the chief deity of the Philistines, worshipped in the form of a fish-god, merman, or triton. The name was derived from the proto-Semitic word "dag", meaning small fish. Dagon's largest temple was in the city of Gaza, destroyed by Samson, who pulled the building down upon the heads of the mocking Philistines.

The Bible also tells of a "house of Dagon" at Ashdod. Here the Ark of the Covenant toppled the statue of the god and then cut off its head and hands. Later ages found Dagon in the role of an agricultural deity, providing a second possible derivation of the name as Dagan, the Semitic word for corn. He was worshipped also by the Babylonians under yet another name. Further derivations of the name link it to clouds and rain, implying a fertility function to the god.

KEEPERS INFORMATION 7

The Doomed City of Ashdod

As the most important of the five cities of the Philistines - Ekron, Gaza, Ashkelon and Gath - Ashdod housed the Temple of the Philistines dedicated to the idol, Dagon. It was to Ashdod that the Philistines transported the Ark of the Covenant in the Era of the Judges and it brought them nothing but trouble:

"After the Philistines had captured the ark of God, they took it from Ebenezer to Ashdod. Then they carried the ark into Dagon's temple and set it beside Dagon. When the people of Ashdod rose early the next day, there was Dagon, fallen on his face on the ground before the ark of the Lord! They took Dagon and put him back in his place. But the following morning when they rose, there was Dagon, fallen on his face on the ground before the ark of the Lord! His head and hands had been broken off and were lying on the threshold; only his body remained... The Lord's hand was heavy upon the people of Ashdod and its vicinity; he brought devastation upon." [1 Samuel 5:1-6].

It is said that the high priest of Dagon, Ashago, died when the statue of the deity fell directly onto him.

THE INVESTIGATION 2

Gathering The Clues

From the contents of the crate, it is obvious that Dawlish Cartwright was on the trail of what he saw as a loosely organised cult based on the worship of an ancient being named either Cthulhu or Dagon.

Whether the Investigators believe Dawlish Cartwright was onto something at this point is academic – if they are as inquisitive as they should be (they are investigators, after all), they will want to see what is in the safety deposit box in Boston.

If the Investigators want to do some research of their own, for example obtaining a copy of one of the books mentioned in Dawlish's notes, they will discover the following:

The Ponape Scripture translation by Professor Harold Hadley Copeland:

Published by Miskatonic University Press in 1907, a copy of this annotated version of the Scripture can be located at the Miskatonic University itself, or (closer to home for British Investigators) at the John Rylands Library in Manchester.

SAN loss 1d3/1d6; Forbidden Science +2%/+4%; an average of 13 weeks to study and comprehend or 26 hours to skim.

Occult Review:

A monthly publication, available by FedNet subscription and hardcopy, Occult Review contains feature articles, news, reviews and fiction about occultism and mythology. Think Fortean Times with a more occult leaning, for the 23rd Century. It is published by Knox Publications, who have offices in Edinburgh, Scotland. In addition to Occult Review, Knox Publications produce a varied array of titles, including the Edinburgh Review (a monthly lifestyle guide) and Game Junkie (a computer gaming magazine) amongst others.

NEW HORIZON, campaign pack MB2.2

If the Investigators decide to visit the offices of Occult Review, go to 'The Investigation 3'.

The Key In The Envelope:

The key opens a safety deposit box at Nobles Storage Solutions, a storage company based in Boston in the United Americas. Inside is a letter, addressed to the Investigator Dawlish is related to. See 'The Investigation 6' for more details.

Uncle Dawlish's House:

Located in a leafy suburb of Boston, Dawlish has left the house to his nephew, Miles Patterson (Aunt Mina's son). All items pertaining to the adventure were in the crate, although Dawlish had an extensive library on religion, mythology and philosophy.

THE INVESTIGATION 3

Contacting Occult Review

The editor of Occult Review is one Gregor Lockhart. If the Investigators contact him, he will seem disinterested in the conversation, unless they mention either Guy Sweetman or Jason Freeland. At this point he will noticeably change his attitude, saying that they should meet in person. He will invite them to come to his office.

Occult Review's offices are located at the Knox Publications Building, on the Grass Market in Edinburgh. The best way to describe the office's interior is 'haphazard', cluttered as it is with computer hardware, piles of books, disks and files. The staff sit at their desks, furtively tapping away at their laptops.

A Meeting With Gregor Lockhart:

Gregor Lockhart's office looks out towards Edinburgh Castle. Despite daylight pouring in through the large windows, somehow the room has a dingy, nicotine stained feel about it.

Lockhart is a chain-smoker, a thin, unhealthy looking man in his mid-40s. Think Steve Buscemi in 'Ghost World'. He also loves a good conspiracy, and is secretly convinced that the death of Guy Sweetman two years ago, and the recent disappearance of Jason Freeland, are somehow connected.



Conspiracy Theory:

If the Investigators tell Lockhart of the news clippings concerning Freeland and Sweetman, the editor will grow excited and ask about Dawlish Cartwright. When the Investigators have told him what they know, he will open his desk draw and bring out a half full bottle of whiskey and a stack of paper cups. Pouring everyone a drink, he will tell them what he knows:

"It has long been a belief of mine that the death of Guy Sweetman and Jason's disappearance are somehow connected.

Sweetman published an article for us about two and a half years ago now, I think. It was about the 'Mysterious Fish Men of Ponape', a phenomenon going back centuries. The crews of ships saw what they called 'Mer-men' or 'Mer-maids', and local islanders worshipped and feared an ancient and terrible sea god. One of the names Sweetman used for this sea god was Ktulu

Sweetman's article postulated that the sunken ruins discovered at Ponape were built by a race of amphibians pre-dating human civilisation – a race of creatures on a different branch of the evolutionary tree to us.

He went further, theorising that the sea god worshipped by the Ponape islanders and this race of fish-men was and is worshipped in various guises throughout the Pacific Rim, and may be based on a real being of extra-terrestrial origin. I mean, Chariots of the Gods or what?

Sweetman backed his article up with extensive research – he provided me with the Bridewell English translation of Unausprechlichen Kulten (Nameless Cults) and the Copeland translation of the Zanthu Tablets, both of which detail a myth cycle concerning a creature called Cthulhu.

Anyway, we ran the article. Six weeks later, Sweetman died of a heart attack.

Last July, one of our freelance writers, Jason Freeland, approached me about investigating Sweetman's death. Jason had received an envelope in the mail, posted by hand, with no return address. Within the envelope were several items that suggested that whoever sent it believed Sweetman's death was anything but a natural if unfortunate occurrence.

First was a copy of a police report concerning Sweetman's death. The circumstances of Sweetman's death were never released to the public, but according to the report, Sweetman's heart attack was brought on when he confronted an intruder in his study at his home.

When police arrived at the scene, alerted by his housekeeper, they found Sweetman dead on the

floor of his study, gripping a star shaped amulet in his right hand. The window was open, and the attending officer noted a strange briny odour in the air. The study was untouched, but Sweetman's laptop computer was missing.

The Coroner's report showed that the confrontation with the intruder had brought on a massive and fatal heart attack.

The second item in the envelope was a paper written by Marine Biologist Harvey Sterrick titled 'Myth Cycles of the Ancient World'. Sterrick's paper detailed the same kind of things as Sweetman's article.

The third item was the clincher – Harvey Sterrick's obituary – he also died of a sudden and massive heart attack!

It was a tenuous connection, but compelling. I immediately commissioned Jason to look into it, to see if he could turn up anything new, which would make a great lead article. What if some mad occult group worshipping this ancient sea god had somehow bumped off both Sterrick AND Sweetman?

Jason is a good investigative journalist – one of the best I have worked with. I am quite used to him not contacting me for weeks at a time while he does his research – but I am convinced something bad has happened to him.

His research took him offworld – to the colonies – Proxima to be exact. Yes, we footed the bill, but Jason said he was on to something big, and I trusted him. Last time I heard from him was about six weeks ago. He sent me a message from Proxima, saying he had discovered something bigger than the Sweetman and Sterrick story, but linked to both men's' deaths. He was due to board a colonial transport bound for Earth two days later.

That was the last time I heard from him.

The police conducted a brief investigation, but according to the ships records, Jason boarded the ship as planned, and disembarked at Unity Space Station, which is the last time his ID was flagged as being used. FLEA think he may have got an unscheduled flight down, but I don't know... why would he come back, then not go home or contact anyone?"

Lockhart will pour another round of drinks, and wait to see what the Investigators have to say. If asked, Lockhart can provide the following information:

1. The name of the ship Freeland allegedly boarded at the Proxima colony – an American colonial transport called the Kansas City.

2. Interstellar journey time from Proxima to Sol. The trip takes 8 days F-Space, plus a day either end for in-system flight.
3. Police found no evidence that Freeland had returned to his house after arriving back from Proxima.
4. A picture of Freeland, should the Investigators think to ask for one – Lockhart has a standard PR one on file. Freeland is dark haired, slim – think Clive Owen in the film Croupier.
5. Information about Freeland's house. Lockhart will say that both the police and he have combed Freeland's house in the northern suburbs of Edinburgh, looking for clues to explain his disappearance. The Investigators can visit the house if the so wish, but will not discover anything worthwhile.

KEEPERS INFORMATION 8

Jason Freeland

Jason Freeland travelled to Ponape and around the Pacific Rim during his research into the Sweetman/Sterrick story. He delved into the source material both men had used for their work, and became alarmed at that which he discovered, especially in the dusty pages of Unausprechlichen Kulten (Nameless Cults).

Freeland became suspicious of the activities of a company called 'Triton Marine Research (TMR)', which had a lab based at Ponape, and who seemed to be involved in some kind of archaeological operations at the submerged ruins on the island.

The company had organised a tour of the ruins for both Sweetman and Sterrick, but kept unsolicited visitors away from the site with an over-zealous security force. Freeland took a tour, but was ejected forcibly when he tried to come back later to do some snooping on his own.

Freeland followed the money trail, and linked TMR to the Seaborne Foundation, a consortium of rich businessmen from across the globe, with sizeable investments in colonial interests, marine research and genetics, as well as owning a substantial collection of priceless Pacific Rim aboriginal art in a private collection.

Hiring some computer talent, Freeland managed to get into the TMR computer network, and before being discovered, found some evidence linking the lab at Ponape to another – at the Proxima Colony. Unfortunately, Freeland's snooping attracted the attention of the Seaborne Foundation. Upon arrival at Prox City, he was immediately tailed by cultists, who had been alerted by the Foundation.

Freeland was captured by Deep Ones before he could board the Kansas City, and is currently a prisoner at the TMR labs in Prox City. The Seaborne Foundation saw to it that the ship's flight records were altered, to make it appear that Freeland had boarded the ship as intended.

The Investigators may meet him later in the story, although he is no longer the man he once was...

THE INVESTIGATION 4

An Interested Party

The academic Investigator will have a call from Ashby Cromwell and Tithe. They have been approached by a gentleman interested in purchasing several of the pieces of aboriginal art bequeathed to the Investigator by his/her uncle. The man left a contact number. A mister Tobin Whitmarsh.

If the Investigator contacts Mr Whitmarsh, he will appear on the vid-screen as a well groomed man with an impeccable English accent. Whitmarsh will say he represents the Seaborne Foundation, who have one of the largest private collections of aboriginal Pacific Rim artwork in the world. He will invite the Investigator and a guest to lunch at 'Seaborne House', European headquarters of the Seaborne Foundation, located in Cornwall, UK.

KEEPERS INFORMATION 9

The Seaborne Foundation

The Seaborne Foundation is a consortium of rich businessmen from across the globe, with sizeable investments in several extra-solar colonial interests and in a number of marine research and genetics companies.

Founding member Daniel Seaborne lives out his life in a private arcology in orbit around Earth. He is 133 years old, kept alive by the medical technologies affordable by being a multi-billionaire.

The Foundation prides the privacy of its members, and as such very little is known about them.

What is not common knowledge is the fact that the Senior Members of the Seaborne Foundation are also high ranking members of the Second Church of Ashago...



THE INVESTIGATION 5

A Lunch Date

If the Investigator accepts Tobin Whitmarsh's invitation, (s)he will be asked for the name of their guest, for security reasons.

Seaborne House:

A beautiful beachfront property on the Cornwall coast, all stark white walls and black, polarized windows. It is set in sizeable grounds.

Investigators attending lunch will be given visitors passes by the security checkpoint at the start of the main access road, which then winds through deciduous forest before emerging in front of the building.

They will be met out front by Selford, the head butler, an old man with bulging eyes, as though his collar is too tight. Selford will lead the Investigators into a Spartan reception area, where he will offer them refreshments before asking them to wait for Mr Whitmarsh.

Tobin Whitmarsh will bound energetically into the room 5 minutes later, and will be very hospitable, taking the Investigators down several immaculate white corridors, lined with pedestals holding pieces of Polynesian artwork, before emerging into a terrace dining area overlooking the sea.

Lunch will consist almost entirely of seafood. Whitmarsh will talk enthusiastically about his client's love of the Pacific Rim and Polynesian art and culture, while asking how well the Investigators knew Dawlish Cartwright, about the pieces in the collection etc.

Over dessert and coffee, he will offer to buy Dawlish's entire collection. He will not name a price, stating that the Foundation would want the collection valued independently first. He will stress that money is not really an issue.

If the Investigators politely decline the offer, Whitmarsh will seem disappointed, but will produce a business card should the Investigator reconsider.

The Investigators should not really have an opportunity to snoop around Seaborne House. If they excuse themselves to go to the bathroom, Selford or another staff member will always be hanging around.

If a resourceful Investigator manages to give the staff the slip, perhaps they could find a room with a holotable depicting an island archipelago (on Proxima II), before staff catch up with them.

THE INVESTIGATION 6

The Safety Deposit Box

The key in the envelope from Dawlish's crate opens a safety deposit box at Nobles Storage Solutions, a storage company based in Boston in the United

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Americas. Inside is a letter, addressed to the Investigator Dawlish is related to.

The Letter:

Give the Investigators Handout #6.

My Dear Nephew/Niece

It is certain to me now that dark agents are on my trail, so I have had to take steps should matters take a turn for the worse.

Some time ago I made provision in my Will that you were to receive my papers and collection, and I make haste now to acquaint you with the nature of my work.

After my retirement from NY State, I spent some time at Miskatonic University, researching a book I had intended writing on Pacific Rim religions and the effect of missionary work on their evolution. It was during my time there that I happened upon a translation of a book called the Ponape Scripture.

After reading this book, and others, I am certain that there is indisputable and damning evidence that Earth, along with other planets and stars in this arm of the Milky Way Galaxy (and perhaps further afield), was at one time inhabited by beings not altogether of flesh and blood as we understand.

Beings whose marks are still to be found in the hidden places of this and other worlds – the Easter Island pieces, for example. Ancient cosmic beings of alien evil, who legend has it will rise again when ‘the stars are right’ – that is when they are in a particular conjunction.

The Ponape Scripture and another set of writings entitled ‘The Innsmouth Conspiracy’ by Thurston Pierce, led me to realise that even now the way is being prepared for the return of these beings by their human, and inhuman servants. Yes, inhuman, for there are intelligent races other than humanity in this galaxy. Indeed here on Earth.

All of this led me to a decision – I would investigate and consciously attempt to learn as much as I could about the most potent of these cults serving these creatures – with a view to either exposing or ending their activities.

I believe one of these cults has its origins in an organisation that called itself the ‘Esoteric Order of Dagon’, although now it operates under a different name.

Somehow, these hellish fish-men – Deep Ones – who are amongst the closest servants of Cthulhu – are aware of my actions. I do not know whether they know my true intentions. They cannot – for until now I have not written it down or confessed it. Yet they

are watching me, as they have been doing for weeks, and I suspect I may not have much time left.

I leave tomorrow for Proxima. I want to say only that if you decide to continue my work, the first thing you must do after reading this letter is to go to Beijing – to the Peoples’ University – and call on Professor Ping Mei. Tell her I sent you – or better still, show her this letter, and ask about Father Gaius Milano.

Regards

Dawlish Cartwright

The letter is dated the day before Dawlish Cartwright went to Proxima, and also contains a crude map of an unknown location (Handout #8).



KEEPERS INFORMATION 10

The Innsmouth Conspiracy by Thurston Pierce

Published by American Underground Press in 2264, this book had a limited edition print run of 500 before it was withdrawn after threatened legal action by several government organisations. Should the Investigators wish to track down a copy of this publication, they will have to find an independent book-trader willing to deal in ‘forbidden’ books, and it may take several months to track down a copy. It is strangely absent on FedNet.

The book concerns itself with what Mr Pierce says is the ‘true’ history of Innsmouth, a small town lying north east of Boston, in the United Americas.

Detailing the Esoteric Order of Dagon, and the history of the town of Innsmouth, the book also claims that the

quarantine zone placed around the town in 2253 due to an outbreak of Ngano Plague was in fact a government cover-up.

The true reason for the quarantine zone was because Deep Ones had returned to Innsmouth in force, conducting their foul rites and interbreeding with the local populace.

Thurston Pierce's current whereabouts are unknown.

SAN loss 0/1; Occult: +1%; Forbidden Science +3%; an average of 1 week to read and study.

KEEPERS INFORMATION 11

The Three Oaths Of Dagon

All members of the Esoteric Order of Dagon are required to swear the First Oath of Dagon. Those deemed worthy are initiated into the higher degrees and take the far more terrible Second and Third Oaths. Failure to obey a sworn oath results in a trial conducted by members of the Order, with punishments ranging anywhere from fines, to imprisonment or death.

The First Oath: Secrecy

la! Dagon! I, [speaker's name] do solemnly swear that I will neither hinder, nor inform upon, the activities of the deep ones. Should I forsake this oath, I shall be shunned and judged unworthy of Dagon's favor, and bear whatever punishment appointed to me, even to death. la! Dagon!

It is of the utmost importance for the existence of the deep ones (and their goals) to remain hidden from human society. While it remains unknown how many deep ones there are in the world, it can be assumed that their numbers are far fewer than humanity. Until the stars are right and their master, Cthulhu, wakes, they appear to be unready or unwilling to reveal themselves to humanity as a whole; it may be assumed that should humanity truly come to understand the existence of the deep ones, they would be actively sought out, leading to conflict with calamitous repercussions. As powerful as the deep ones may be, against the combined might of humanity, they could be destroyed or severely weakened. Thus, the imperative of secrecy is a primary consideration.

The Second Oath: Loyalty

la! Dagon! I, [speaker's name] do solemnly swear that I will render all aid and assistance to the deep ones to the best of my ability, and in whatever form or manner is required of me. Should I forsake this oath, I shall be shunned and judged unworthy of Dagon's favor, and bear whatever punishment appointed to me, even to death. la! Dagon!

The deep ones make use of human agents when they wish to influence or direct events on dry land. Such agents ensure an interface that eliminates the risk of

detection. Members of the Esoteric Order of Dagon protect the secrets of the order against outsiders, scaring them off or, if necessary, killing them as needed. In addition, members of the Esoteric Order of Dagon perform the tasks conducting the rites and sacrificial offerings required by the deep ones.

Exactly why the deep ones want such rites and sacrifices performed remains a mystery. Perhaps they gain some magical power, or it may simply be a process of control to ensure the obedience of humans.

The Third Oath: Children

la! Dagon! Iii! Hydra! I, [speaker's name] do solemnly swear that I take [this deep one] as my [wife or husband], and that I shall take them into my home, and that I will raise children from the fruit of our union so that the race, and the faith, can prosper, as is Dagon and Hydra's will. Should I forsake this oath, I shall be shunned and judged unworthy of Dagon's favor, and bear whatever punishment appointed to me, even to death. la! Dagon! Iii! Hydra!

The creation, nurturing, and protection of human-deep one offspring is perhaps the most important duty of the Esoteric Order of Dagon. Despite their magical prowess and alignment with the forces of the Mythos, the deep one race appears to be in decline, seemingly due to an inability to bear their own young, whereas breeding with humans appears to garner a far higher degree of success in terms of birth rates.

The origin of the deep ones is unknown, but clearly, there is some shared biology that permits breeding between the species. Some members of the Esoteric Order of Dagon believe that deep ones and humanity share some common ancestor, while others state that the transition to deep one is the next stage in human evolution. When the Third Oath was first introduced, while many were repulsed by its implications, some found appeal in the notion that their resulting children would never die, and their legacy would be eternal.

THE INVESTIGATION 7

Beijing

Beijing in the year 2271 is the political, economic, cultural and educational centre of the Chinese Consortium. Home to 34 million people, it is a sprawling metropolis, woefully overpopulated and polluted.

It is hoped that the Investigators will follow Dawlish's advice, and contact Professor Ping Mei at the Peoples University of Beijing.

The Peoples University is located close to the heart of the city – a towering structure that is a hybrid of traditional and contemporary architecture, surrounded by gardens and student arcologies.

Flights from London to Beijing range from E\$100-1000 depending on ticket type, ranging from the luxury of first

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class down to 'cattle' (economy). Journey time is just under 2 hours.

If the Investigators have contacted the professor prior to their arrival, they will be met at New Beijing Spaceport by one of the professor's staff (Mr Lao), and escorted through the thronging crowds to a private aerospace dock, where a transport vehicle awaits them. From here the university is a bumpy 30 minute flight through the busy skies of Beijing.

If the Investigators have not contacted the professor, they will have to make their own way across the city, which may be an adventure in its own right, and then talk their way into the University to see her. Not an easy task if they don't speak Chinese...



Meeting Professor Ping Mei:

Provided the Investigators have been in prior contact with her, Ping Mei will have left instructions with Lao that he is to bring them to her office, located on the 147th floor of the university.

Like the University itself, her office is designed along an aesthetic hybrid of the traditional and contemporary. Bookshelves, crammed with modern and ancient literature, and antique furniture sit alongside the latest technologies.

Ping Mei will be out on her large balcony, watering her plants. She is a Chinese woman aged in her mid-50s, and is a professor of theology.

During initial introductions, Ping Mei will express her condolences to the academic Investigator for the death of his relative, Dawlish Cartwright.

KEEPERS INFORMATION 12

What Ping Mei Knows

Professor Ping Mei became aware of the Forbidden Science after a visit to a site in Tibet about 20 years ago. The site was a prehistoric monastery, long abandoned until Tibetan refugees reoccupied it after fleeing Chinese oppression in the mid-21st Century. The Dreamlands are identified by the monks at the monastery with the Buddha-fields or Western paradise, and from that vantage point they know of the evil done by Nyarlathotep, but are unable to combat it.

If asked how she knows Dawlish Cartwright, Ping Mei will explain that they became firm friends after meeting at a conference on Pacific Rim Aboriginal Religion, about 15 years ago, and remained in contact ever since.

If shown the letter from Dawlish Cartwright, Ping Mei will tell the Investigators about a conversation she had with him just prior to his ill fated visit to Proxima.

She will confirm the information in the letter as being the truth, how worshippers of dark gods include a race of creatures not altogether human – an ancient amphibian race with a history as long as that of mankind. Humanity for the most part lives in ignorance of this race's existence, but they have lived on Earth alongside us for millennia. They know how to disguise their appearance so that they can move amongst us undetected.

If asked about Father Milano, Ping Mei will say that Dawlish travelled to Proxima to track down this missionary priest. He believed Milano had knowledge of the activities of one of the most powerful and pervasive cults – the Esoteric Order of Dagon. She has a copy of 'The Innsmouth Conspiracy' (Keepers Information #10) in her office safe, which she will show to the Investigators.

Ping Mei has no idea if Dawlish managed to locate Father Milano on Proxima, but does believe that cultists were involved in his death.

If the Investigators want to know what Dawlish was after, perhaps they should take a trip to Proxima, locate Father Milano and find out what he knows...

INVESTIGATORS INFORMATION 5

Father Gaius Milano

A priest, a missionary amongst the citizens of the offworld colonies. During his life he has been a great man, possibly even saintly, though the church hesitates to use such a word.

A successful Data Analysis check will find a picture of him in a news item from several years back in Mars Today. He is an imposing man, with eyes that burn with a religious zeal.

Milano is known to be committed to spreading the teachings of his church, the 'First Unified Christian Church of Europe'. There are news stories of Father Milano getting into trouble for trying to convert Chrislams on Centauri Prime.

If the Investigators think to contact his church, they will be able to find out his last official posting: The 53rd Street Mission, Prox City, Proxima II.

KEEPERS INFORMATION 13

Father Gaius Milano

Father Milano's academic interest in the occult is not widely known outside the church. When he was approached by Dawlish Cartwright at the Mission, and

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told that worshippers of the outlawed Esoteric Order of Dagon might exist on Proxima, he immediately offered his full support in exposing them to the authorities.

During his time on Proxima, Father Milano had heard stories about a small, close-knit community called Templeton, where the locals were members an unknown, private religion. Milano had been intending to visit these 'unfortunates' and attempt to convert them to Christianity for several months. To Cartwright, it sounded like the perfect cover for the cult, and whatever they were up to.

Together, they hitched a lift on a supply shuttle to the Fairfax Archipelago, location of about a dozen small settlements, including Templeton.

After being given the polite brush-off by the townsfolk of Templeton, Milano decided to poke around the island after dark. After several hours he stumbled onto the dig site, where he was promptly captured by Deep Ones.

When Cartwright awoke to find Milano missing, he panicked, and fled back to Prox as soon as possible. Unfortunately, before he could get off the planet, he was killed.

THE INVESTIGATION 8

Getting to the Proxima colony

Private travel from Sol to the Core Systems is an expensive business. A return ticket on board a commercial interstellar transport costs E\$10,000, although a successful Bargain check may allow an Investigator to negotiate a cheaper ticket price.

Unity Space Station:

Most interstellar flights from Earth depart from Unity space station. Built on and in an asteroid, towed to a geostationary position in high Earth orbit (42,245km above the Earth) from the Asteroid Belt, Unity is over 5km across at its widest.

Amongst it's jumble of arcologies, domes and lunar concrete superstructure, there is a large space port, holiday resort, marine barracks, dry dock, as well as many privately owned corporate facilities. Thousands of travellers pass through Unity every day, either inbound from the colonies, or heading out from Earth. Many thousands earn a living by working at Unity, either as part of the Federal workforce, or as one of the many corporate employees who work at both the uptown resorts and private villas, and the downtown clubs and bars.

There are regular shuttle flights from Earth to the space station.

The Colonial Transport Arawak:

The Investigators have cryo-berths on board the colonial transport ship Arawak. Owned by Cenargo, the Arawak does the Proxima Run on a monthly basis, hauling company assets from Earth to Proxima II and vice versa.

In addition to its vast cargo bays, Arawak carries 200 cryo-berths. Nominally for use by company personnel, it is common practice for empty berths to be sold to private travellers.

Trans-Proxima Injection:

After leaving Earth orbit, the Arawak heads for the Outer Marker – the designated boundary out past the Asteroid Belt beyond which interstellar craft are allowed to activate their F-Drives. During this time passengers can relax on the observation deck, watching Earth, Unity and the Moon recede to twinkling points of light, until the ship's medical officer calls them for the pre-jump preparations required before entering cryo-sleep.

The Investigators will be asleep before the Arawak activates it's F-Drive. The next thing they will know, it is one Earth week later, and they are waking up in the Proxima Centauri star system.

From the time the Investigators awaken, the Arawak is six hours away Proxima II. They will be able to grab a meal on the observation deck, bathed in the ashen light of the star Proxima Centauri.



INVESTIGATORS INFORMATION 6

Proxima Centauri

Proxima Centauri, sometimes known to astronomers as Alpha Centauri C, is one of the closest stars to our sun at 4.22 light-years away, and is a type M4 V red dwarf star.

Being the closest extra-solar colony to Sol, Proxima is important strategically and economically. It is the location of an important FedNet tachyon relay station which is a node in the trans-stellar communications network. As a result the system has a sizable UEAF presence, with a military shipyard on one of Proxima's moons, as well as several munitions factories on the planet's surface.

INVESTIGATORS INFORMATION 7

The Proxima II Colony

Proxima II, or simply 'Proxima' as most locals call it, has a dense atmosphere and almost constant cloud cover that keep the planet damp and cold, with a large portion of the planet's water locked in surface frost. Unlike the majority of red dwarf stars, the light emitted by the star Proxima is not too red in colour for Earth-type plant life

to be unable perform photosynthesis efficiently. As a result, many species of plant and animal life have been successfully transplanted from Earth, giving the planet an eco-system similar to the lands found north of the arctic circle on Earth.

Proxima II was colonised early in the 22nd century, and the colony is over 140 years old. Proximans are very proud of the colonial heritage, and while being loyal to the Federation, they assert their national individuality fiercely. The colony's main industries are crystal mining and timber.

Proxima II is home to Proxima Incorporated, one of the largest of the interstellar mining corporations. Proxima Incorporated has a monopoly on mining in the Core Systems.

Give the party Investigators Handout #9.

Proxima Station

Proxima Station lies at the Lagrange point between Proxima and its moon, Proxima Luna. All ships arriving/departing the colony must pass through ITC customs at the space station. Spacecraft outbound from Sol are 'fast-tracked' through the system. It is spacecraft inbound from the Outer Colonies that are subjected to rigorous searches and strict quarantine procedures.

Spacecraft returning to Sol from Proxima must undergo 24 hours ITC quarantine, at which time a search of all cargo is carried out. Quarantine time is increased to 72 hours for ships inbound from the Outer Colonies, and one standard Earth week for ships inbound from the Outer Rim Territories.



THE INVESTIGATION 9

Formulating a Plan of Action

The most obvious course of action for the Investigators to take is to head down to the colony, establish a base of operations (i.e. find a hotel) and then head to the 53rd Street Mission to try and find Father Milano.

There are regular flights from Proxima Station to the planet surface. Passengers holding interstellar tickets are entitled to a free return flight to the colony. All flights land at Prox, the capital city on Proxima.

Shops in the planetary shuttle departure lounge sell essentials for the visitor to Proxima: the most obvious is cold weather clothing.

INVESTIGATORS INFORMATION 8

Prox

The largest city on Proxima II and the location of its main spaceport, Prox is home to 7 million colonists. The city sprawls out across a large coastal plain on the planet's largest continent. The skyline is dominated by the Red Star Building, a huge pyramid-shaped structure that is the HQ of Proxima Incorporated.

Even during the summer months, Prox is a cold, dark place. On the brightest of days, the sunlight from Proxima Centauri is akin to twilight on a summers day on Earth. Ground frost covers most external surfaces, and the crowds of colonists, travellers and government personnel that crowd the city streets almost always wear cold weather clothing.

Portside

A miasma of pollutants hangs in the air over the vast spaceport district, caused by exhaust emissions from the continuous stream of aerospace craft that crowd the air, and from the towering Proxima OCM refineries to the south of the city.

There are plenty of hotels in the spaceport district – ranging from the opulent to the downright seedy. It is up to the Investigators how they wish to spend their money.

THE INVESTIGATION 10

The 53rd Street Mission

If the Investigators ask for directions to the 53rd Street Mission, hotel staff will direct them to a neighbourhood on the northernmost edge of Portside, about 30 minutes by car, or 10 by Skytaxi (small aerospace craft).

The mission itself is a modest building, with a big luminous blue cross over the door. Its doors are always open. Father McCaffrey runs the mission. He is an honest, hardworking man who has dedicated his life to helping the poor and needy.

If questioned about Father Milano, McCaffrey will nod sagely and stroke his beard, and tell the Investigators the following:

"Despite what some people say, Gaius is a good man, a mad of God, though some of his methods are a little unorthodox. What kind of trouble has he got himself into this time?"

McCaffrey hasn't heard from Father Milano in over a month. This is not unusual, however. In the 18 months he has been on Proxima, Father Milano has disappeared into the wilds, taking the word of God to the small settlements scattered across the planet.

McCaffrey recommends that the Investigators might want to speak to some of the aerospace pilots who work out of Prox, ferrying supplies and personnel to/from the various communities scattered across the planet. Proxima II has a huge belt of thick forests around its equator, mostly either the local Barskog tree, or transplanted spruce and pine. Many timber companies have set up bases in this region, around which settlements have grown up.

In the northern polar regions, large crystal deposits are mined aggressively by Proxima OCM, one of the largest employers on the planet.

Most independent pilots frequent the bars and clubs in Redzone.

THE INVESTIGATION 11

Redzone

Under a misting rain, a myriad of bars, clubs, brothels and casinos crowd the neon streets of Redzone. The very air seems to swarm with every known form of electronic advertising.

Redzone teems with illegal immigrants, transients and criminals, and has been described in one popular tourist guide as a 'place of vagabonds and thieves', with some of the most vibrant nightlife outside of Sol.

Despite the best efforts of ColSec, Redzone can be a dangerous place for the inexperienced traveller.

If the Investigators trawl the bars and clubs around the Redzone, along the way they will be offered every kind of vice, and there is a (35%) very real chance that someone will attempt to rob them. Whether this is a pickpocket, hustle or street mugging is up to the Keeper.

After as many successful Streetwise checks and role-played conversations with locals as the Keeper sees fit, the Investigators will eventually encounter a pilot called Jerry in one of the less reputable bars of Redzone called Stigmata, who says Hio, a work-colleague of his told a story about transporting some crazy priest and his friend out to the Fairfax Archipelago, a couple of weeks ago maybe.

If asked where they can find his Hio, the pilot will say he is currently out on a run, but for a price, he will arrange for him to come to Stigmata the following night.



THE INVESTIGATION 12

Someone Knows We Are Here

Eventually the Investigators will return to their hotel room to find that someone has been in their room and been through their luggage, obviously looking for something.

If a complaint is made to the hotel staff, no record can be found of anyone entering their room while they have been out.

THE INVESTIGATION 13

The Stigmata Hit

The following night, the Investigators will meet up with Jerry the pilot at Stigmata. Jerry is joined by Hio, a thin Japanese youth, barely out of his teens by the look of him. He is dressed in a jumpsuit bearing the Proxima Inc logo.

For a small consideration (E\$50), Hio will tell the Investigators that a priest and another man hitched a ride as unlisted passengers on one of his supply runs (common practice), so he cannot be sure exactly when it was. If shown a picture of Father Milano or Dawlish Cartwright, Hio will say it could be him. If asked where exactly he took him, Hio will say to Fairfax City.

At this point, a drunken reveller will bump into Hio, spilling a drink on him. Hio will curse and stand, trying to brush the liquid off his clothes.

The reveller will offer his apologies and disappear into the crowded nightclub. The 'reveller' is in fact an agent of the Church of Ashago. When he bumped into Hio, he injected him with a lethal poison. Within minutes, Hio will die from an apparent heart attack. The mysterious reveller will have disappeared.

If you want to spice things up, perhaps one of the Investigators spots the reveller as he leaves the club. A chase may ensue, but engineer it so that the assassin escapes.

ColSec will be on the scene in minutes, alerted by the club staff. Paramedics arrive shortly afterwards, and pronounce Hio dead of a sudden, massive heart attack.

If the Investigators hang around, ColSec will ask for statements from each of them. If they mention the reveller, and hint that they think Hio was killed, ColSec will call in a FLEA officer, who will be required to do a preliminary investigation. Any witnesses are required to stay in Prox until notified otherwise.

Jerry will not want anything more to do with the Investigators.

THE INVESTIGATION 14

Getting to Fairfax City

Checking a map of Proxima (see Map 1 – Proxima), the Investigators will see that Fairfax City is the main settlement in an island group called the Fairfax Archipelago.

The Fairfax islands are approximately 5000km from Prox, across the planet's largest continent. The Investigators will have to either rent a small Suborbital Transport Vehicle (STV), hire a pilot to take them to Fairfax, or try and find a ship heading out that way and buy their way onboard.

The trip from Prox to Fairfax takes about 7 hours.

THE INVESTIGATION 14

Street Muggers

Whatever their plan, either on their way to/from arranging rental of an STV, a cold rain begins to fall, and they will be set upon by a group of unidentified assailants. The attackers are all transients or illegal immigrants, mainly from Earth.

There will be double the number of muggers as there are Investigators. They are all dressed in scruffy clothing, wear face masks, and carry a motley assortment of weapons, including pistols.

If half their number are taken out within 3 MR, they will break and flee. If any are captured, they will talk freely – they were hired by a 'weird looking man' to mug the Investigators – the man paid E\$25 each, in cash. He came into a bar and hired the leader of the muggers the previous night. One of the muggers has photo printouts of each of the Investigators arriving at their hotel.

THE INVESTIGATION 15

Fairfax City

Fairfax City, despite its grand name is a small community on the largest of the islands in the Fairfax Archipelago. Most of the 13,000 colonists living here are employees of Proxima Inc, part of its timber processing arm. They make their living felling the native, giant Barskog trees for use in a variety of industries on Proxima and other colony worlds.

I have not included a map as one should not be necessary. Besides the landing field, the only other locations of note are the Mission, and the lumber mill.

Asking about Father Milano:

Asking around town will reveal that Father Milano and an academic colleague of his visited Fairfax several weeks ago, staying several days before hiring a small STV and setting out to a remote community called 'Templeton'.

Milano's colleague returned alone, several days later and immediately boarded a flight back to Prox.

Sara:

While the Investigators are conducting their inquiries, a male member of the group will be approached while alone by a teenage girl who introduces herself as Sara. She will say she has overheard that the Investigator is looking for Father Milano. She will say that she works at the Fairfax Mission, and knows that Father Milano left a package there, before he went to Templeton.

Sara will take the Investigator to the Fairfax Mission, a modest prefabricated structure close to the town centre. The priest, Father Lee, is out of town on church business.

Sara will take the Investigator into a small chapel at the rear of the mission, and produce a small plastic box from behind the altar. Give the Investigator 'Handout #7: Father Milano's Note'.

As the Investigator finishes reading, Sara will attempt to seduce him. If she is rejected, she will call the Investigator abusive names, and run out of the chapel, and disappear into the town.

Asking about Templeton:

If the Investigators ask about Templeton, most people they talk to will say that the folk of Templeton are a weird lot, religious types, who keep to themselves for the most part, venturing to Fairfax only to oversee collection of deliveries from Prox, or to purchase supplies.

The people who come to Fairfax are always the same group, led by a man called Whitmark (Whitmarsh?). He is always accompanied by a singularly ugly brute of a man, with pale, pallid skin and bulbous, watery eyes, called Akil.

Asking around at the landing field about the deliveries for Templeton and a successful Streetwise check will reveal that a lot consisted of construction materials and supplies for underwater construction and excavation.

If the Investigators look on a map of the Fairfax Archipelago for Templeton (Map #3), they may realise that the map that was with Dawlish Cartwright's letter (Handout #8) matches the islands. There is a location marked on Dawlish's map, on the opposite side of Templeton Isle.

INVESTIGATORS INFORMATION 9

Father Milano's Note

I shall not cease in my endeavours to overcome these blasphemous creatures and their evil, corrupt ways. Whatever they are, whether Cartwright right or wrong, they are assuredly evil.

We leave tomorrow for what I fear may be the very heart of darkness itself. I am not unaware of a strong aura of danger, of mortal menace which is

almost tangible. I cannot define it, but I feel that my very soul could soon be in the greatest peril.

Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn

In His house at R'lyeh, dead Cthulhu waits dreaming.



THE INVESTIGATION 16

Templeton [Maps 2-3]

If the Investigators don't have their own means of transport, they can quite easily find a local pilot willing to fly them to Templeton – for the right price of course...

The flight time from Fairfax City to Templeton is approximately 30 minutes. It is a dark, cloudy day, and FedNet reports a storm front moving in from the West. Below them, forested islands and icy seas race by.

Nominally registered by the Federal Colonial Authority as a religious community, Templeton was set up 10 years ago by a private group of colonists from Earth. Population 412.

The settlement is located on the NE coast of Templeton Island, one of the isles in the forested Fairfax Archipelago.

Roughly square in layout, the town comprises mostly of modular grey buildings familiar on colony worlds. It has a small landing field, harbour area, and town square. There is only one hotel in Templeton, a guesthouse called 'The Mermaid' overlooking the harbour. The owner is an old man with bad skin and staring eyes.

When describing Templeton, if you can, try to imagine a sci-fi version of Innsmouth. The whole settlement has a run down, almost sinister quality about it, despite being only 10 years old. The brooding grey buildings are already partially covered in moss, and weeds have forced their way up through cracks in the rockcrete roads. The only building that has not fallen into disrepair is the church.

There are few people on the streets, and a wind blows leaves and rubbish around.

Asking Questions:

If the Investigators try to talk to locals, they will be sullen and unresponsive, giving them strange, staring looks before excusing themselves with a mumbled apology.

Noticing the Unusual:

An Investigator who makes a successful Idea check at -25% will notice that of the townsfolk that they have seen, quite a lot were wearing dark green coveralls with some kind of shoulder patch. The shoulder patch reads 'TMR'. An INTx3% check reveals that this is the corporate logo of Triton Marine Research.

Nathanial Whitmarsh:

Eventually, either by visiting the Settlement Welfare office in the town square or running into him in another building, the Investigators will meet Nathanial Whitmarsh. Whitmarsh is cousin of Tobin Whitmarsh, and Settlement Leader of Templeton.

Whitmarsh will appear pleasant and try to be helpful. If asked about Father Milano and Dawlish Cartwright, Whitmarsh will say he remembers the men coming to town several weeks ago – they stayed at the Mermaid Guest House for a few days then left.

If the Investigators mention they know that Cartwright left Templeton alone, Whitmarsh will feign forgetfulness, and suddenly 'remember' that Father Milano headed off separately, but he does not know where to.

Asked about the community religion, Whitmarsh will explain that the Church of Ashago is a legitimate branch of Christianity, and a peaceful religion.

While they are talking to Whitmarsh, the wind will whip up around the settlement, and hailstones will begin to fall. Outside, a lone STV, landing lights blazing through the hail, roars overhead and make a bumpy landing at the landing field.

Whitmarsh will get a comm-call at this moment, and as the hailstones, some now as big as marbles, crash down, he will offer the Investigators a lift to the guest house, after a short detour to pick up his daughter from the landing field.

If the Investigators take him up on the offer, Whitmarsh will lead them outside to where his 6x6 ATV is parked up next to the storm shelters that overhang outside all the buildings.

If the Investigators haven't already realised by now, they will be in for a shock when Sara, the teenager from Fairfax, gets into the ATV at the landing field...

For details of how Sara reacts to seeing the Investigators, see 'The Investigation 17: Best Laid Plans.'

KEEPERS INFORMATION 14

Templeton [Map 4]

The community at Templeton was funded by the Seaborne Foundation and is a base for the activities of the Church of Ashago, the new name of the Esoteric Order of Dagon. As well as human cultists, there are a large number of Deep One Hybrids and several full Deep Ones in Templeton.

Everyone else in Templeton has taken the First Oath—either willingly or due to fear of reprisal. Membership is expected but no one is openly forced to join. Over time, most of those who simply paid lip service have been “weeded out.”

A sigil denoting each of the three oaths is carved into the front doors of those who had taken them. Thus, at a glance, members of the Second Church of Ashago can see which oaths had been taken by which homes and families. While this device is no longer used in Innsmouth, the aged woodwork of the town's houses still bear testimony to these curious marks.

At a site on Templeton Island, the cult is involved in excavating an ancient alien site. This site is the location of several members of that foul race that Cthulhu is leader of.

1. The Landing Field:

A 200m square of fused rockcrete, with a landing beacon and 3 vehicle sheds to protect aerospace craft and their cargo from the frequently violent storms that lash the region. There is usually an ATV kept at the landing field for unloading cargo.

Occupants: Usually deserted.

2. The Town Square:

Around the town square are arranged most of the settlement's shops and public buildings. Here can be found the Settlement Welfare Office (staffed by locals – a Settlement Welfare Officer hasn't visited in over 3 years – the locals made it clear that they were not welcome), church, general store, ColSec office, Clinic etc.

Occupants: 1d3 townsfolk, milling around.

3. The Church:

Of all the buildings in Templeton, the church is in the best condition. It appears to have recently been painted. Over the doorway, below an eight pointed star surrounded by intricate flowing carvings, a sign reads 'The Second Church of Ashago'. The church is kept locked apart from on nights when services are held.

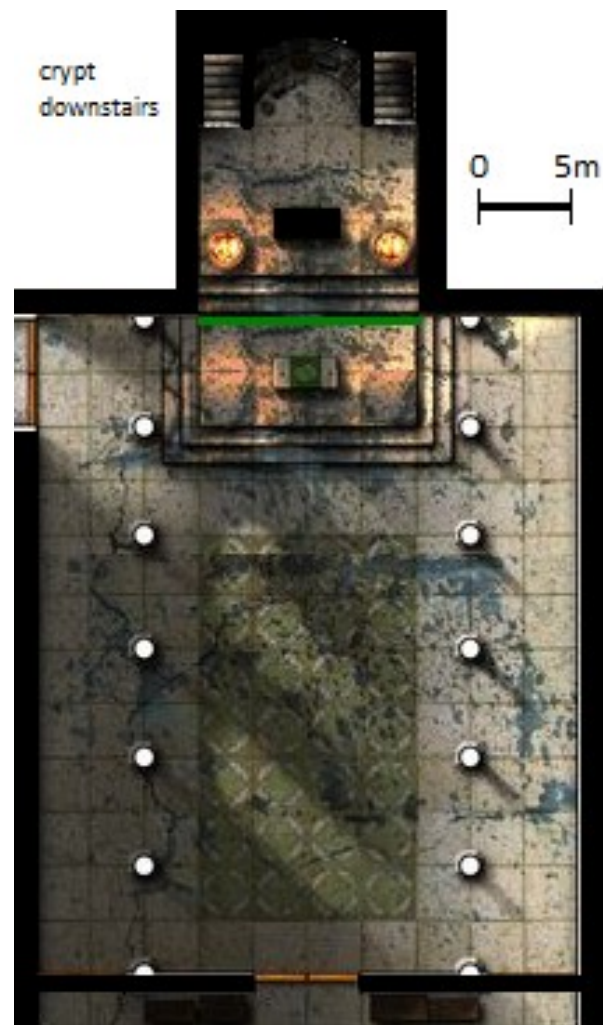
Search:

If the Investigators can find a way to sneak into the church without any locals seeing them, they can have a poke around. If they stay too long, they will be in danger (25%) of being discovered. Inside is puritanically sparse:

two aisles of pews, low lighting, and a plain oblong white altar in front of a dark green curtain.

Behind the curtain is a second altar, though this one is anything but puritan or Christian. An exquisitely made statue sits on a dark green altar. The statue is 1m high, carved from greenish-black stone. It looks like an aboriginal concept of some ancient monster. It has an octopoid head, a mass of tentacles. It is the same figure as the figurine in Dawlish Cartwright's tribal art collection (Investigators Handout #1).

Occupants: If discovered, the Investigators will be confronted by ColSec officer Sands and 2d3 townsfolk. If the Investigators have visited the church after dark, they may find a bruised and upset Sara Templeton in the church crypt.



4. The Harbour:

The harbour area consists of a concrete jetty, 100m long that juts out into the icy waters of Templeton Bay. Moored at the jetty are several small electric boats, and a sea-skimmer (a high-tech hovercraft), daubed with the TMR logo.

Occupants: There will be at least one TMR employee at the sea-skimmer.

5. The Settlement Welfare Office:

This is located in the Civic Meeting Hall in the town square. Usually used by ICA Settlement Welfare Officers, it is currently in use by Nathaniel Whitmarsh as part of the Templeton Council offices.

Occupants: If the Investigators have not already met him, Nathaniel Whitmarsh will be here, with about a dozen office staff.

6. The Guesthouse:

Located close to the harbour, the only guesthouse in Templeton is run by an old man called Grimes, who is gruff and unfriendly.

7. The general Store:

The General Store provides the following retail: Feed, Furniture, Grocery, Gun, Electronics, ...

8. ColSec Office:

There is one ColSec trooper in Templeton.

Occupants: Trooper Sands is a Deep One Hybrid.

9. The Clinic:

The clinic provides first aid services as well as a pharmaceutical department. It also has an operating room for minor surgery.

10. The Road:

There is a rockcrete road heading out of Templeton into the island's forested interior. If asked, townsfolk will say the road was never completed, and stops several km into the forest. Obviously this isn't true: the road runs the length of the island, under cover of the tree canopy, to the Excavation site.

KEEPERS INFORMATION 15

Structure

The Second Church of Ashago has a rigid, top-down pyramidal structure. Delineation of responsibilities is clear, with control of the Order maintained by a small elite, whose families were among the first to embrace the new compact offered by Nathaniel Whitmarsh. The average cult member (i.e. those in the lowest ranks) are told and understand only as much as they need to know. While those who have achieved or are birthed to a higher status are privileged to not only learn the deeper secrets of the Order, but also to command it.

High Priest

The apparent leader at Templeton settlement a hybrid called Nathaniel Whitmarsh. The true leader is in fact is a Deep One Priest, who remains hidden, working in secret. Whitmarsh acts as his right hand man, carrying out his bidding. The only time the townsfolk see the priest is during services at the settlement church.

It is the High Priest's duty to lead all of the significant religious rites while also guiding the organization in all matters. Any infractions or disobedience by the cult's members are judged and ruled upon solely by the High Priest. Punishments are usually harsh, often taking the form of branding, severe beatings, and/or periods of imprisonment. Where the perceived "crime" is particularly heinous, such as oath-breaking, the accused may endure limited punishment if they remain of use to the Order, or where not, they either become a sacrificial offering and are murdered, or are simply handed over to the deep ones and never seen or heard from again.

Town Elders

Beneath the High Priest are the Town Elders. Each of the elite and ruling Templeton families have representatives on the Board of Elders, which consists of three members: Nathaniel Whitmarsh, Jeremiah Gilmans and Robert Marsh. No one may become an Elder unless they have already taken the Three Oaths of Dagon. The Elders are "lieutenants" to the High Priest managing the day-to-day running of Templeton and the Second Church of Ashago. In the main, interactions with the outside world are directed by the Elders and then undertaken by nominated Order members. The Elders also oversee the settling of any personal disputes between Order members.

Deacons

Below the Elders are the Deacons, high-ranking members who include the priests and priestesses of the Order, and who manage and run the town's various functions. All Deacons have taken the Third Oath, and most are raising hybrid children. Lower-ranking cultists are appointed as house servants to the Deacons, as well as to the Elders. Note that the Deacons may take leave of their civic duties for extended periods, allowing them to focus on the upbringing of their hybrid children. Indeed, female deep ones who have mated with a human male tend to play no part in the child's development, usually leaving their offspring with the father for its upbringing.

Weekly mass services are held for the Templeton community, with most of the community attending—those nearing the change into deep one do not usually attend, preferring to remain hidden in their homes. Other, private rites are held for small gatherings, and as needed. Such private rites include particular sacrificial offerings to the deep ones.

The Order's weekly meetings consist of sermons glorifying Dagon, the sea god, and asking him and his "bride" Hydra to bestow their blessings upon the people of Templeton. Such sermons often contain vague Biblical allegory, as well as pieces of non-Western religious traditions, all mixed with and presented in terms of oceanic metaphors. The Church of Ashago's priests and priestesses wear robes stitched with designs of fishes and other sea creatures, as well as symbols representing Cthulhu, Dagon, and Hydra, and all wear the strange golden jewelry (tiaras, bracelets, rings, chains) that comes from the deep ones.

Acolytes

Members of the Order who have taken the Second Oath are known as Acolytes and are the most numerous within the Church of Ashago. These are tasked with the “grunt work” of the cult, being the primary workforce for the town. Such members are expected to attend all ceremonies and rites, and do whatever is asked of them. For their loyalty, these cultists are provided with food and protection.

The Rest

Occasionally, outsiders drift into Templeton and stay. These are typically blue-collar workers, hobos, or just people down on their luck. The Church of Ashago vets such newcomers, and if they appear pliable, sets them up with a menial job and a place to live. Church of Ashago “handlers” are appointed to watch over and ingratiate themselves with the newcomers, slowly introducing them to the beliefs and ways of the town. When the time is right, they are asked to take the First Oath. Those who accept usually become full members of the cult in due course, while those who do not must either find a means to escape or risk never being heard from again.

THE INVESTIGATION 17

Best Laid Plans

If the Investigators decide to look around the island, they will have to do it using subterfuge. The locals will be keeping an eye on them, telling them that the island is private property, and tourists are not welcome.

The best ploy would be to pretend to leave Templeton, then sneak back under cover of darkness.

If the Investigators manage to explore Templeton Island, they will eventually find the Excavation Site (See Keepers Information #8).

Sara Whitmarsh's reaction to seeing the Investigators in Templeton depends on what interaction they had with her in Fairfax City.

If there she was successful at seducing one of the Investigators, Sara will greet the individual in question enthusiastically, but will not tell her father that they were asking about Father Milano until later that evening.

If the Investigator refused her advances, she will tell her father that not only are the Investigators asking about Father Milano, but also that one of them made improper suggestions towards her back in Fairfax.

Nathaniel Whitmarsh will not be happy with Sara, and will beat her and lock her in the church crypt.

If the Investigators have opted to stay in Templeton, they will now be in grave danger if caught acting suspicious. They may find themselves attacked in their beds, or drugged during their evening meal, to awaken in the holding pens of the Triton Marine Research labs back in Prox. Quite how (of if) they get out of this is down to them.

KEEPERS INFORMATION 16

The Cth'Aal Excavation

The reason the Seaborne Foundation founded the settlement on Templeton Island is because of its proximity to Cth'Aal. An ancient, alien city of non-Euclidian architecture, built countless millennia ago by Cthulhu's kin, Cth'Aal is almost completely submerged, and covers an area approximately 1.5 km long by 0.5 km wide. Because of heavy coastal water vegetation, the site is invisible from the air, and as such has gone unnoticed by the ICA survey teams.

The topmost section of an ancient ziggurat and several broken spires are the only parts of the city above sea level, rising out of the waters of a small lagoon on the NW coast of Templeton Island.

At night, the only lights at the site come from the camp on the shoreline of the cove. The ziggurat is lit eerily by the blue light of Proxima Luna.



The Campsite [Map 5]

The campsite is patrolled by security guards at night. There will be 4x 'Type 1' guards on patrol at the site. They are not particularly alert, unless the alarm has been raised. One will be guarding the STV, one will be at the dock (9), and two will be patrolling the campsite.

The lagoon contains up to a dozen Deep Ones (2d6), who will emerge, armed and armoured, from the lagoon, 1d4MR after the alarm is sounded by anyone at the campsite.

1. The ATV

Close to the start of the road that leads across the island's forested interior, this ATV is 6x6, with a drivers cab and passenger area/cargo bay.

Search: In the back of the ATV are crates containing environmental suits configured for sub-aqua use.

2. Ruins

Broken chunks of ancient stone, encrusted with fossilised seaweed. A History check will make it clear that this is not the work of any human civilisation known.

3. Lighting Rig

There are several of these around the campsite. 3m high, with a tripod base, these lighting rigs have powerful halogen lamps, that keep the site illuminated at night. All the lamps on the rigs are hooded, angled directly downwards, to reduce light pollution.

4. STV

Parked here is a small STV, emblazoned with the TMR logo. The cockpit has room for 2x crew and 2x passengers, while the cargo area to the rear has room for cargo or about 8 passengers.

Search: The STV controls show that the vehicle has a pre-programmed flight path back to a location in Prox City (a Computer Security check can allow the Investigators to extract the location as data). This location is the Secret Entrance to the TMR Labs (see later).

Occupants: One of the Security Guards will be assigned to keep watch on the STV at night. The pilot usually sleeps in the STV cargo bay too. Despite being a Deep One Hybrid, the pilot is a pretty young woman with short cropped blonde hair. She will try and clamber into the STV cockpit and power up the ship for takeoff, but should be captured by the Investigators relatively easily. If captured, she will play along with the Investigators schemes, claiming to be a contract pilot, but will betray them first chance she gets.

5. Crates

Stamped with the TMR logo, each of these crates is labelled with the contents, and origin (TMR labs in Prox). The crates contain a random assortment of items relevant to the site, such as sterile scientific equipment related to genetics work, sub-aqua equipment etc.

6. Lab #1 – The Excavation

A dome shaped tent 12m in diameter, camouflaged to blend into the forest, with a pressurised airlock. Any attempt to in some way cut a hole in the tent will compromise the pressurised seal and sound an alarm inside, alerting the staff at the site. To open the airlock, a swipecard is required. All staff at the site carry such a card on their person.

Inside is an archaeological laboratory. It contains items excavated from the dig site. Several circular tables are covered in scientific equipment, laptop consoles etc. In the centre of the room, suspended from a metal framelike apparatus, are the broken remains of what was once a single slab of stone 3m x 3m and 0.5m thick, now fragmented into three huge shards. Closer examination reveals the slab was carved with a huge five pointed star (Forbidden Science: The Elder Sign), now broken.

Occupants: There will be 1d3 laboratory staff in here most daytime hours, and even at least 1 in the dead of night. They will usually surrender without a fight, although there is always a (15%) change one of them will try and act like a hero.

7. Lab #2 – The DNA Lab

This tent is identical to (6), but inside is kept cold. In the centre of the tent's interior, spread across several workbenches and workstations is a jumble of scientific apparatus. On a workbench next to a computer console is a metal crate, about 1m³ marked with the TMR logo.

The Scientific Apparatus:

Any Investigator will a skill in either Biology or Chemistry may recognise a genetic manipulator, a DNA extractor and other equipment related to genetics.

The Computer Console:

The computer is built into the workstation, and contains information about the genetic material being extracted from the Star Spawn at the dig site, and mentions something called 'Project Altior'. A Special Computer Security check will be needed to bypass the computer's security. Only a Critical success will reveal that the data on the computer contains an AI virus that will destroy the data if it is accessed from an unauthorised computer. It will then delete itself.

A Critical Computer Security check is required to circumvent this virus.

The Metal Crate:

Locked electronically (Electronics Security to open without help from a member of the lab team). Inside is a honeycomb of 12 cylindrical recesses, 7 of which hold a 30cm long metal cryo-tube. Each tube is full of genetic material, in deep freeze, awaiting transport to the TMR labs in Prox. Next to it is a locked metal case containing data crystals detailing the dig.

Occupants: There will be a lone scientist working late in here. He will surrender without a fight, but will alert the rest of the campsite the first chance he gets. He has the code to open the crate.

8a. Accommodation – Science Staff

A dome shaped tent 6m in diameter, camouflaged to blend into the forest, with a pressurised airlock. Any attempt to in some way cut a hole in the tent will compromise the pressurised seal and sound an alarm inside, alerting the staff at the site. To open the airlock, a swipecard is required. All staff at the site carry such a card on their person.

Search: Inside are bedrolls and equipment of the 6 permanent scientific staff at the site (rotated on a monthly basis from Prox and Templeton). The Investigators will be able to find TMR jumpsuits, ID tags etc in here.

Occupants: At least 3x scientific staff will be asleep in here at night.

8b. Accommodation – Security Team

Identical to (8a) but houses security guards when not on duty.

Search: Inside are bedrolls and equipment of the 6 permanent security staff at the site (rotated on a monthly basis from Prox and Templeton). The Investigators will

NEW HORIZON, campaign pack MB2.2

be able to find TMR jumpsuits, ID tags etc in here. There is a locked weapons cache containing:

- 2x Auto Pistols;
- 2x SMGs;
- Several boxes of 10mm ammunition.
- 1x Shotgun;
- 1x box of shotgun rounds (solid slug);
- 2x suits of personal body armour;
- 2x Shock Rifles;
- 1x box of energy cells (x8)

Occupants: Security staff work on a 4 on, 2 off shift basis. There will be 2x security guards off duty in here. They will fight any intruders.

9. The Seaskimmer Dock

A walkway leads down the beach to a jetty where a Seaskimmer (a sci-fi version of a hovercraft) is moored.

Occupants: A security guard will be on duty on the Seaskimmer dock.

10. Forest

The forest surrounding the lagoon is made up of pine trees and dense foliage.

The Ziggurat [Map 6]

Only the topmost section of the Ziggurat is visible above the waters of the lagoon.

1. The Dock

Consisting of 2x floating platforms secured to the side of the ziggurat. A small hoverboat is moored here. A flight of wide stone steps leads up the front of the ziggurat to an entrance at the apex.

Occupants: None.

2. Entrance

The stone doorway has been removed, leaving a gaping entrance way in the stone walls of the structure, 3m x 3m and 1m thick. The Investigators may realise that the slab of stone marked with the Elder Sign at the campsite is from here.

Occupants: None.

3. Apex Chamber

Inside the entrance, is a 6m x 6m chamber, with a high pyramid-shaped ceiling. The walls, ceiling and floor are covered in alien hieroglyphics (SAN loss 0/1). In the centre of the floor of this chamber is a square pit 3m x 3m which descends into darkness. A cage lift has been installed at one corner of the pit.

Occupants: None.

4. The Air Pocket Chamber

The lift descends down the shaft for 15m until it emerges into a large, partially flooded chamber, the water creating a myriad of flickering patterns across the walls. The lift eventually stops at a metal platform, built in between three of the 10 stone columns that emerge from the waters that hide the floor of the chamber. The chamber amplifies noise, creating echoes.

Search: The chamber is lit from two lighting rigs on the metal platforms. There are several crates of equipment here also, containing excavation tools, diving gear etc.

Spot Hidden: Below the water, in the centre of the flooded floor of the chamber is a large pit.

Occupants: None.

5. The Mausoleum

This chamber is totally submerged, and accessible only if the Investigators don diving equipment. It is over 40m across, and almost 12m high. At the centre, directly below the pit, is a cyclopean statue – alien in appearance – a huge winged and clawed creature with a beard of tentacles. SAN loss 1/1d3.

Search: On closer examination, the statue is revealed to actually be some kind of sarcophagus – containing something within. There are about a dozen boreholes into the structure, in one of the arms.

THE INVESTIGATION 18

Putting It All Together

If the Investigators have done their work, they should have now realised that Triton Marine Research, in league with at least some of the people of Templeton Island, are involved in some kind of secret project on Proxima codenamed 'Altior' – a project involving alien DNA (from the dig site).

They will also hopefully have discovered the flight-plan to the Secret Entrance to the TMR Labs. If they have, they now have a means of accessing the secret lab complex beneath the offices of Triton Marine Research in Prox.

They may also take prisoners or ID cards and uniforms, which will come in handy later. If not, they have the hard task of bluffing their way into the lab building and attempting to find the secret entrance themselves, without alerting the staff.

It is hoped that the Investigators either:

1. Take the STV at the dig site, and use the pre-programmed flight plan to guide them to the next stage of the adventure;
2. Download the flight-plan from the STV and use it to fly their own STV to the next stage of the adventure;

Calling In Some Backup

At this point the Investigators may decide that before they head into the unknown, obtaining some kind of backup might be prudent. I have listed what I feel to be the two most obvious people and/or organisations that they might turn to for help.

1. FLEA/ColSec

Convincing the local branch of the Federal Law Enforcement Authority or Colonial Security might prove difficult. Unless the Investigators have concrete evidence of illegal activities on the part of Triton Marine Research, and until they know where the flight plan leads, ColSec will not be of much help. They will be unable to obtain a search warrant from the local ICA offices, and will not condone breaking into private property without one.

Even if the Investigators can provide solid evidence, the warrant will take several hours to obtain, by which time news may have reached TMR in Prox City of the events at the dig site. If this is the case, by the time the Investigators arrive at the TMR labs with FedPol and ColSec backup, steps will already have been taken to secure the secret entrance and to make sure the secret elevator to the secret lab is not found.

In addition, involving FLEA will mean that MiliSci will very quickly become aware of the situation on Proxima, and immediately mobilise local resources to raid the labs independently and lock the place down.

2. Corporate Allies

If the Investigators have had dealings with an influential executive of a major corporation in past adventures, then maybe they will be able to convince the corporation in question to help. The communication delay between Proxima and Earth (26 hours) will make contacting corporate friends such as Harlan Wexler of Cenargo or Izo Nagata of Motokatsu-Kyono difficult (the Investigators may know one or both of these individuals from MB01: Fragmented Sanity).

However, both corporations have offices in Prox City, and dropping the right name combined with either good role-playing (Keepers discretion) or alternatively a successful Fast Talk check may convince a local corporate executive to provide aid.

Asking a corporation for help taking down TMR will not be without its risks. The corporation might supply a strike team to raid the secret labs in Prox City, or pull a few strings with the local authorities to organise ColSec assistance. Either way, the corporate executive involved will only help if he/she has a chance to loot TMR's research for the financial good of the corporation and his/her own career.

Examples of corporate strike team members, accompanying corporate representative, FLEA officers and ColSec troopers are provided at the end of this adventure.

KEEPERS INFORMATION 17

Triton Marine Research, Proxima

Triton Marine Research (TMR) is a biological consulting firm that has provided marine biological services to both public and private sector clients since 2258. The company specialises in performing near-shore habitat inventory, assessment and environmental impact analysis, prior to deployment of large scale sea farming on colony worlds.

TMR currently has about 170 employees on Proxima II, including biologists, technicians, administrative staff, security and computing systems staff. These employees are located at the TMR building in Prox, as well as at several settlements across the planet's surface, most notably Templeton Island.



What most people, including most TMR staff, do not know, is that the company was set up by its parent company, The Seaborne Foundation, to provide cover for a top secret project codenamed Altior. Project Altior concerns cloning a race of Super-Deep Ones from a combination of Deep One and Star Spawn DNA.

The TMR building is located in a district of Prox dominated by the vast industrial estates of the corporations who employ a large percentage of the city's population. Above ground it is an unremarkable rectangular block of rockcrete and glass set in landscaped grounds. Below, in the secret cloning labs, is another matter.

It is in this secret sub-level that Project Altior is coming to fruition, with the first 'batch' of clones almost ready. It is also the location of the imprisoned Father Gaius Milano and the journalist Jason Freeland.

THE INVESTIGATION 19

Destination Unknown

If the Investigators follow the pre-programmed flight-plan from the STV at the dig site, they will find themselves on a course taking them back to Prox. After several hours, the STV will make an automated landing on a rooftop landing pad on top of what looks like a disused storage warehouse in the industrial district of the city.

As the STV lands, the landing pad descends into the building...

KEEPERS INFORMATION 18

The Secret Entrance To The TMR Labs [Map 7]

The secret TMR cloning labs are not defended like Fort Knox. While there are guards at the site, they rely more on their surveillance and security systems, rather than a huge standing security force. This and the fact that no one knows the place exists.

If the Investigators have disguised themselves as TMR personnel, are wearing ID-Tags and have obtained the security keycard from the dig site, then with the help of a decent computer hacker they should be able to penetrate the site's defences and get at least as far as the security doors (10). Otherwise, there is a good chance that the alarm will be raised and they will meet a security team in the sewers, with orders to capture the intruders for interrogation.

Conventions:

Unless otherwise stated, lighting in the Prox Sewer system is minimal – consisting of dim blue-green fluorescent lamps set at regular intervals along the walls. Without any other aid, vision is limited to 10m. The sewers smell bad – a damp musty smell that permeates hair and clothing and lingers for weeks. Keepers should feel free to expand the Prox Sewers as they see fit.

1. The Warehouse

30m x 30m storage warehouse. A large freight lift 20m x 20m is used to move vehicles down from the roof for loading/unloading cargo. Crates are stacked at the W end of the warehouse.

Search: The crates are all 30m³ and contain excavation equipment bound for the dig site at Templeton Island.

Spot Hidden: There is a large concealed freight door in the N wall. Inside a fake circuit box on the wall are the controls – a keypad and slot for a keycard. A Computer Security check combined with a valid keycard (taken from a lab assistant at the dig site) will open the door. Inside is a 5m wide tunnel running W.

Occupants: None.

2. The Lift

The tunnel ends at a 5m x 5m cage lift. There is a security camera on the inside, pointing up the tunnel.

Occupants: None. If the Investigators are disguised as TMR personnel, they will not raise the alarm.

3. The Secret Storage Chamber

The lift descends into a large chamber, the ceiling supported by square rockcrete posts. There are stacks of crates spread about in no particular order throughout the chamber. In the NE corner of the N wall, a flight of wide tiled steps disappear down.

Search: There is nothing of value here. The crates contain machine parts and other unremarkable items.

4. The Sentry

The flight of steps from (3) arrive in a 3m wide sewer tunnel running east-west. Directly across from the steps is a ledge, on which sits an automated sentry gun. The sentry is programmed to shoot anyone who approaches from (3) who isn't wearing a TMR ID-tag – the ID-tags contain IDFOF (identification friend or foe) transceivers.

Allow Investigators a Listen check to hear a regular beeping noise before they enter the sewer tunnel. There is no cover on the steps once the sentry gun opens fire. A Special Dodge check allows the Investigator to avoid some rounds (hit only by 1d10 instead of 1d20 rounds).

Remote Sentry Weapons System (RSWS)

SR: 3/6/10; **ROF:** Burst of 20-60/MR; **Damage:** 2d6+2 per round; **Effective Range:** 1500m; **Weight:** 7.5kg; **Ammo:** 500 rd drum (2.5kg); **Fail:** 99.

Notes:

A remote perimeter defence weapon in use by many military organisations. It consists mainly of a tripod stand, battery pack, sensor array, and 500-round ammo drum. The RSWS has 360-degree fire action, and mounts a pulse-action machine gun with a cyclic rate of 1100 rpm. The RWSW sensor array is mounted above the barrel, covering a 60-degree cone in front of the weapon. The sensing suite consists of an infrared detector, lidar, light optics, and an ultrasonic motion tracker. If set to "auto-remote", the RSWS system will scan all targets, then classify them using an Identification Friend Foe (IFF) transponder, and take appropriate action.

Spot Hidden: A successful Spot Hidden check allows the Investigators to spot a symbol carved into the tiled sewer wall to the right (east) of the alcove containing the sentry gun. It is a tiny representation of a trident, pointing east.

5. Sewer Tunnel

A cross section of the sewer tunnel would look egg-shaped, 3m across at its widest point. The floor is damp, but dry. A successful Recon check (or if you prefer, a simple Search check) will reveal that the tunnel is used regularly – boot prints heading west and east.

6. Cross Roads

Four sewer tunnels meet in a 10m x 10m chamber here, forming a crossroads. The W/E tunnels are open, but metal grates block access N/S.

Search: There are rusted controls to raise and lower the grates that block the N/S tunnels. A successful Electronics check is required to get the controls working.

Behind the North Grate:

The grate rises with a grinding and squealing sound, revealing a sewer tunnel.

Spot Hidden: A faint yellow light, brighter than usual, can be seen coming somewhere up the tunnel.

Behind the South Grate:

As the grate rises with a grinding and squealing sound, the Investigators will be ambushed by 2d4 Proxi-Mites – large subterranean dwelling creatures that look like cat-sized dust mites. Proxi-Mites eat dead tissue generally, but these ones are defending their lair, which is down the south tunnel.

See Appendix A for statistics.

7. Pump Station

A flight of steps to the W of the tunnel leads up to a platform that leads into some kind of pumping station: the room is filled with metal pipes and tubes, and the air is filled with steam and moisture drips from the ceiling.

Spot Hidden: There is a door at the rear of this chamber, marked 'Authorised Personnel Only'. It is a heavy, metal door, pitted and corroded but still solid. To one side is a metal box containing a keypad and slot for a security card. A Computer Security check combined with a valid keycard (taken from a lab assistant at the dig site) will open the door.

8. Security Checkpoint

Beyond the door in the Pump Station is a small ante-chamber, 5m across, with another door opposite. There is a camera mounted above both doors. The Security Guard in (2/Map 8) can see intruders. As the door from (7) closes, provided the Investigators are in disguise and not acting too suspicious, the door to (9) will open. If the Investigators have given themselves away, both doors will close, and the chamber will fill with nerve toxin (POT16) which renders the victim unconscious. A squad of Type 1 Security Guards will arrive minutes later, wearing respirators.

9. Ante-Chamber

Rectangular chamber, well lit in contrast to the sewer system, and the rockcrete and seamed metal supports here look new. A 2m wide tunnel disappears to the north. There is a row of 3 equipment lockers on the N wall, each stamped with the TMR logo.

Locker 1:

3x emergency search and rescue kits. Each contains: 1x 50m coil of rope; 1x grapple gun and 150m of monofilament cable; 1x flare pistol with 3x rocket flares; 1x medkit; 1x medium range comlink; 1x locator device; 1x inertial tracker; 1x light; 1x backpack.

Locker 2:

A stack of respirator masks x8;

Locker 3:

2x environmental suits.

10. Entrance

The tunnel ends here at a featureless armoured metal door. There is a single slot for a security card to the left of the door. If the Investigators have a security card, it will open the door, into the secret laboratory complex...



KEEPERS INFORMATION 19

The Secret Laboratory Complex [Map 8]

The laboratory complex lies directly below the TMR Building, and can only be accessed either via the Prox Sewers or via a secret lift shaft.

Conventions:

Unless otherwise stated, the corridors and chambers of the lab complex resemble an industrial-gothic nightmare – dark metals and plastics and pitted and stained rockcrete. All doorways are set in octagonal frames, and are stencilled with large numbers and lettering.

The complex is sparsely populated by about a dozen scientific staff and the same number of guards. If the alarm is raised, more guards will arrive from the TMR building above, in about 2d6MR.

1. Entrance Hallway

Behind the armoured door from the sewers is a 10m long vaulted hallway, ending at a metal archway lit by blue light.

Search: The archway lit by blue light is a motion sensor, and alerts the guard in (2) to the presence of new arrivals.

Occupants: None.

2. Reception Area

Both the entrance from the sewers and the secret lift shaft from the TMR Building arrive in the main reception area. A large square chamber almost 30m x 30m, with 5 exits, including the lift shaft up to the TMR Building. There is a large stencilled sign next to each entrance. Clockwise from 12 o'clock they read: Detention Block; Staff; Upper Levels; Sewer Access; Laboratory Block.

Occupants: A Type 1 Security Guard is always present here, behind a suite of security monitors near the south wall. One of his duties is to check in/out all staff. He will ask the Investigators for identification and ask a few standard questions like where they are from, where they are headed, then send them in the right direction. If the

NEW HORIZON, campaign pack MB2.2

Investigators fluff it badly with their answers, have them make a Fast Talk check to avoid him becoming suspicious.

3. Staff Room

Used by staff when on a break from duty, this room has vending machines, comfy seating with a large TV Portal and a small canteen area. There are two doors in the east wall, one at each end. Both are stencilled 'Locker Room' and have a male or female symbol.

Listen: There is a sound of running water (showers?) coming from behind the door to the female locker room.

Occupants: None.

4. Male Locker Room

This chamber is where male members of staff change their clothing, store personal effects, and shower. There is a row of 20 lockers along the north wall, benches along the south wall, and an entrance into a shower room in the east wall.

5. Female Locker Room

Identical to (4), this chamber is where female members of staff change their clothing, store personal effects, and shower.

Listen: Someone is using the showers.

Occupants: A female Deep One is enjoying a long shower in the shower room. If the Investigators enter the room with weapons drawn, she will leap to the attack, hoping to disarm the intruder.

6. Security Checkpoint

10m x 15m chamber. At the northern end, an armoured doorway is stencilled 'Detention Block: Authorised Personnel Only'.

Occupants: Two Type 1 Security Guards stand either side of an armoured doorway. They are armed with shock rifles and pistols. It will take the Investigators a Special Fast Talk check to bluff their way into the Detention Block.

7. Corridors

An octagonal, dimly lit corridor.

Occupants: There is usually a Type 1 Security Guard patrolling the corridors of the Detention Block. He is armed with a shock rifle and pistol.

8. Interrogation Rooms

These two chambers are used by the cultists to interrogate prisoners. Each chamber resembles a nightmarish operating theatre. There is a metal table in the centre of the chamber, with wrist, ankle and neck restraints. Storage lockers along the walls contain medical equipment and an array of nasty looking torture devices. The floors are stained with dried blood.

Occupants: None.

9. Cell Block

Long corridor lined with cell doors. There is a small computer readout next to each cell door, detailing its occupants. The readouts on all but 3 of the 18 cells are green (unoccupied and unlocked). Three are red (occupied and locked). To open the locked cells requires a security card from one of the guards, or a Computer/Electronics Security check.

Occupants: A Type 1 Security Guard patrols the cell block.

9a: Jason Freeland's Cell

2m x 3m cell, with a simple plastic bunk and latrine in the corner.

Occupants: The bulging eyed, gilled creature that will lunge at the first Investigator to enter this cell is, or was, Jason Freeland. During his incarceration at the secret laboratory complex, Freeland has been subjected to gene therapy, which is slowly causing him to mutate into a Deep One. The transformation has sent him insane. He will fight fanatically, and cannot be reasoned with.

9b: Father Gaius Milano's Cell

2m x 3m cell, with a simple plastic bunk and latrine in the corner.

Occupants: Sat huddled on the bunk is a bedraggled, unshaven man. If the Investigators have a photo of Father Milano, they will recognise him, albeit with some difficulty considering his condition. Milano has been subjected to a series of nasty interrogations and is very weak with borderline malnutrition. He is scheduled to begin gene therapy to mutate his DNA, causing him to first become a hybrid, and eventually a full Deep One.

A successful First Aid check will be needed to get Milano able to travel. If questioned, he will be able to tell them the following:

My God am I glad to see you. Did Dawlish send you? Or was it the Sutton Institute?

We have to destroy this place. The things they're doing – unspeakable experiments. Unbelievable. Alien DNA. Project Altior must be stopped and the research destroyed. Trying to expose them is too dangerous now – their influence stretches too far. Destroying this place will set them back years.

See Keepers Information 20: Destroying Project Altior for more details.

9c: Incarcerated Deep One

2m x 3m cell, with a simple plastic bunk and latrine in the corner.

Occupants: A Deep One is incarcerated here. It will attack anyone who opens the cells.

10. Guard Room

3m x 3m room, with a desk and console, from where guards can view the occupants of each cell. If used by

NEW HORIZON, campaign pack MB2.2

the Investigators, they will see figures in cells 9a-c, but be unable to see who/what they are.

Occupants: None.

11. Guard Post

A small alcove has a computer terminal set into it.

Occupants: A Type 1 Security Guard stands in this alcove.

12. Entrance to the Computer Core

The corridor opens up at a large, armoured door, stencilled 'Computer Core – Authorised Personnel Only'. A security card or Electronics Security check is needed to open this door.

Occupants: None.

13. Computer Core

A large chamber constructed of brilliant white plastics and polished metal, with several rows of computer terminals, the majority of which have a screensaver of the TMR logo on their screens. The air hums with electricity. There are three doors, and large glass windows in the south and west walls.

The computers in this room could be used to access the TMR network. A Computer Security check will allow an Investigator access. A Data Analysis check can be made after 30 minutes of searching. If an Investigator wants to do a faster search, apply a -10% penalty for every 5 minutes less than 30. Success will reveal the following:

- A lot of data on Project Altior (see Keepers Info 12);
- A complete, scanned copy of the Damascus translation of the Book of Dagon, with partial translation. The spells have not scanned for some unknown reason;
- Information about the genetic material being extracted from the Star Spawn at the dig site on Templeton Island;
- Schematics on the Cloning Chambers, which may (Idea check) give an Investigator an insight as to how to shut the machinery down: If the coolant cycle to the cloning chamber is interrupted at source, via shutting down the system using the manual controls in the Control Room (20), it will result in an unvented gas explosion in the cloning chamber. A Keeper hint that they will need to override the fire suppression system might be helpful here.

Unfortunately, only a Critical Computer Security check when accessing the network will reveal that the data on the computer contains an AI virus that will destroy the data if it is accessed from an unauthorised computer. It will then delete itself. A further Critical Computer Security check is required to circumvent this virus.

Spot Hidden: There is activity on two terminal screens in front of the west window. Strange hieroglyphs cascade across the screen of the first, occasionally pausing as

one is highlighted. The second is displaying a series of high resolution scans of what appears to be pages from an ancient, yellowed book. On closer examination, the writing can be seen to be the same kind of hieroglyphics from the first terminal screen. Occasionally the screen will pause on a specific page, and highlight a glyph.

Idea: The two computer terminals are working in unison, translating the writings.

Search: The W door is locked, and requires a security card or an Electronics Security check. The S door is also locked, and is stencilled 'Data Vault'.

Occupants: A lone computer technician is running some diagnostics programs in here. Use TMR Science Staff stats.

14. Book Vault

This dimly lit room has isles of hermetically sealed glass panes, each containing pages from the Book of Dagon. See Investigators Information 10 for details about this book. If the pages are removed from the glass without the proper care, they will fragment and crumble upon contact with air. If the glass pane containing a page is broken, the paper will fragment into tiny pieces, to be scattered across the room with the shattered shards of glass.

Occupants: None.

15. Data Vault

The only illumination in this dark chamber comes from scores of blinking LEDs. The chambers contains rows of data servers, 15 in all. The hum of technology fills the air.

Search: The data servers are all fitted with tamperproof seals, which will immediately sound an alarm if anyone attempts to open one up. The information on these servers is accessed from the Computer Core.

16. Entrance to Laboratory Block

Armoured doors stencilled 'Cloning Labs – Authorised Personnel Only'. A security card or Electronics Security check is needed to open these doors.

Occupants: None, but there is a security camera directly above the doors. Guards in (19) can see all visitors to the lab block.

17. Clean Room

This airlock-style room has several equipment lockers along the south and north walls.

Search: the lockers on the north wall contain 75cm x 75cm white plastic packages, stencilled 'Clean Suit Mk 7a'. Each package contains a shrink-wrapped and vacuum sealed 'clean suit' – a white plastic jumpsuit with hood, as well as a face masks and goggles. The lockers on the south wall contain emergency medical kits.

Occupants: None.

18. Cloning Chamber

Huge chamber, over 30m across with a high, vaulted ceiling. In a 15m x 20m sunken area in the centre of the chamber are two rows of what look like oversized cryosleep pods, coated in condensation. Indeed the whole room is uncomfortably humid, and steam vents are regular intervals from the pods. The pods are attached via countless tubes, cables and pipes to a metallic sphere of high-tech looking machinery, suspended from the ceiling overhead.

Spot Hidden: There are 7x doors out of this room. Clockwise from (19) they are marked: Security; Exit; Control Room; Infirmary; Equipment Locker; Culture Lab; Specimen Lab.

Search: Wiping condensation off one of the 3m high pods, marked with an x on the map, will reveal a hideous, alien creature curled up within. It is at once insect like, amphibian and alien, with tentacles, claws and what look like wings. SAN loss 1/1d6. A console next to the pod will show that the creature is in perfect hibernation. More worryingly is the information regarding the cloning process: 98% complete!

Occupants: 2x TMR Science Staff are wandering around in here, dressed in white clean suits, both holding datapads, performing checks on the progress of the clones.

19. Security

This room contains a bank of surveillance monitors, showing a variety of locations in the Lab Block. Locations shown are labelled: Clean Room (17), Cloning Chamber (18), Control Room (20), Infirmary (22), Culture Labs (26) and Proto-S Chamber Exterior (28).

Occupants: 3x Type 1 Security Guards are in here.

20. Control Room

This room is filled with banks of computer terminals, from where the scientists control the cloning pods of Project Altior.

Search: There are a series of controls behind glass on the back wall – they allow a systems shutdown and emergency thermal venting.

Occupants: 2x TMR Science Staff and 1x Deep One Scientist are sat in front of consoles in here, running diagnostic checks on the clones. There is always a chance that the Deep One Scientist will try to release 'the children of Cthulhu' from the cloning pods. If this happens, there will be lots of alarms and flashing lights out in the cloning chamber, as the pods slowly open...

21. Equipment Locker

Locked, contains the following:

- 5x Shock Rifles
- 5x Taser Pistols
- 5x Shock Sticks (handheld equivalent of a shock rifle)
- 20x power packs
- 5x Medkits
- 1x Emergency Comlink

22. Infirmary

15m x 10m open-plan room. All surfaces in here are white plastics or polished metals. There are desks, examination couches, wheeled multi-level trays of medical instruments, computer consoles, positionable lighting on large metal 'arms'. There is a reinforced plexi-glass window in the west wall looking into what looks like an operating theatre.

Occupants: 1x TMR Science Staff (medic) is in here, cataloguing medicine.

23. Treatment Room

Operating table in middle of room. Semi-circular section of wall at the head of the bed houses the interface for the research facility medical computer. Beside in stands a robot medical orderly.

Occupants: None.

24. Cold Room

A heavy door leads into a cryo-vault. Inside it is dark and cold, and everything is covered in a fine layer of frost. Directly ahead is a long chamber with polished metal walls and a tiled floor. In the side walls are what look like safety deposit boxes, 30 in all, each with a blinking computer readout.

Search: The boxes contain frozen Super Deep One embryos in small tubes. There are 30 such tubes in each box.

Note:

if the Investigators take any of these, they may run into trouble at Earth Customs – transporting alien DNA to Sol is illegal without the proper documentation.

Occupants: None.

25. Office

Uninteresting office. Doctors' lab coat hangs on the back of the door.

Occupants: None.

26. Culture Lab

This chamber resembles the DNA lab at the dig site, only larger and more sophisticated. Any Investigator with a skill in either Biology or Chemistry may recognise some of the equipment, including a genetic manipulator, a DNA extractor and other devices related to genetics. This is where Star Spawn DNA is cloned then spliced with Deep One embryos, before being placed into cryogenic storage in the Cold Room (24).

Occupants: 1x TMR Science Staff (medic) is in here, preparing the next day's batch of embryos.

27. Corridor of Windows

Set into the east wall of this long corridor are two armoured glass (15AP) windows, set in rockcrete frames that slope away from the corridor at a 45 degree angle. The glass is coated with condensation.

NEW HORIZON, campaign pack MB2.2

Search: Wiping away the condensation, the windows look down into a chamber flooded with murky green water.

Spot Hidden: Occasionally a dark shape can be seen moving about beneath the surface.

Occupants: None. The windows look down into the containment rooms for the two Super Deep Ones (30a/b).

28. Proto-Shoggoth Chamber Entrance

Large armoured doors are surrounded by classic black and yellow hazard stripes, and stencilled 'Proto-S Containment – Authorised Personnel Only'.

Search: The doors are locked, and require a security keycard carried by a Deep One Scientist to open, or a Special Electronics Security check.

Occupants: 2x Type 2 Security Guards stand here.

29. Corridor

This corridor has two heavy airlock style doors in the W wall, marked 'Specimen Habitat A/B'.

Occupants: A Type 2 Security Guard keeps a lonely vigil at the S end of the corridor.

30a/b. Super Deep One Containment

Each of these rooms is flooded with 3m of water, and contains a mature Super Deep One. To open the containment rooms requires the cycling of an airlock.

Occupants: 1x Super Deep One. It will attack any non-Deep One who opens the door.

31. Specimen Lab

Large laboratory, filled with rows of stasis tubes, each of which contains the stuff of geneticists nightmares: There are fetuses in various stages of development, genetic abhorractions – failed experiments in DNA splicing before the technique was perfected.

Occupants: 2x TMR Science Staff, and 1x Deep One Scientist.

32. Experimentation Lab

An operating theatre, where a dissected human cadaver lies on a table, surrounded by medical instruments.

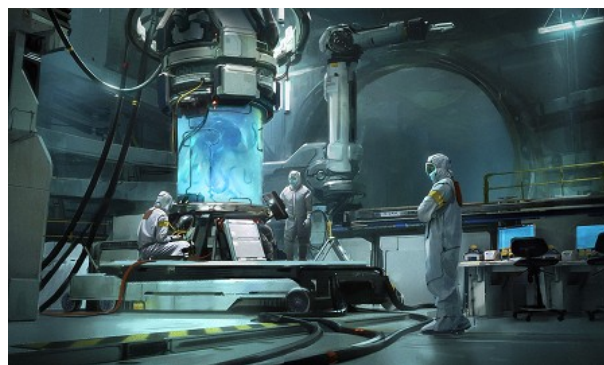
Occupants: 2x Deep One Scientists.

33. Proto-Shoggoth Chamber

Octagonal Chamber, dominated by a large black metal pod-like structure in the centre. Conduits, pipes and tubes run down the walls and along the floor towards the structure. A control panel protrudes from the floor to the left of the entrance.

Occupants: The pod contains a proto-shoggoth – that is, an immature Shoggoth, not yet grown to it's full potential. Should the alarm be raised, one of the Deep One

Scientists will attempt to release the Proto-Shoggoth, ordering it to kill the intruders.



KEEPERS INFORMATION 20

Destroying Project Altior

The Investigators should realise that simply escaping and then trying to expose Project Altior to the authorities will only delay the project a short time. The lab complex must be destroyed, along with all the clones and all the research. To do so would set TMR back years.

There are several means by which the Investigators could stop Project Altior. If they have accessed the Computer Core (13), they may have discovered that interrupting the flow of coolant to the cloning chamber will result in an unvented gas explosion, which will destroy the labs – and probably everyone in it. This can be achieved using the manual controls in the Control Room (20).

There are other, less elegant methods of destroying the lab complex:

- judicious use of gunfire or explosives in the Cloning Chamber (18) might prompt the same results, as might a Proto-Shoggoth (from 33) rampaging through the complex.
- An explosion in the Cloning Chamber will result in an intense chemical fire. If the Investigators managed to override the fire suppression system, the fire will rage unchecked, sweeping quickly through the lab complex, destroying all evidence of Project Altior, before spreading upstairs to the TMR Building.

KEEPERS INFORMATION 21

Running the Super Deep Ones

I like to think of the newborn Super Deep Ones as being childlike and inquisitive, but at the same time inherently evil and totally amoral. Curious Investigators may think they can communicate or reason with them. If your group try this, Keepers are encouraged to let the Investigators think that this might work – before they are suddenly eviscerated by the creature's claws.

INVESTIGATORS INFORMATION 10

The Book of Dagon

Prior to the infamous 19th century translation of the R'lyeh glyphs by Obed Marsh, a version of the Book of Dagon is known to have appeared in Damascus in the Middle East circa the 5th Century BC. This version was inscribed on silk scrolls, and included both ancient Chinese pictophonetics, and actual renditions of the R'lyeh glyphs. It describes the relationship between Great Cthulhu and his servitor deep ones.

Commonly known among experts as the 'Damascus translation', it most probably arrived in the city via the Silk Road. This transcontinental route linked the ancient Roman Empire in the west with the imperial court of China. Trade along the route was carried on by foreign traders who belonged to neither of the two old empires. Before the discovery of the sea route to India, the Silk Road was the most important connection between the East and West. It experienced its last great era during the time of the Mongol Empire.

SAN loss 1d6/2d6; Forbidden Science +4%/+8%; an average of 24 weeks to study and comprehend or 48 hours to skim. Spells: Call Masters of the Depths, Call Master of R'lyeh, Breath of the Deep, Command Shark, Command Porpoise.

KEEPERS INFORMATION 22

Loose Ends

Provided that the Investigators discover and infiltrate the secret lab complex below Prox, with or without help from either FLEA/ColSec or a corporate contact, there are several possible outcomes.

If they choose to escape with evidence of Project Altior, remember that any computer data taken will contain an AI virus that will destroy the data if it is accessed from an unauthorised computer. It will then delete itself.

Without any evidence, the authorities will not believe wild stories about 'deep ones' and alien cloning experiments. The Investigators will attract the attention of two organisations – MiliSci, and the Sutton Institute. The Sutton Institute will contact the group in a future scenario.

If evidence of intelligent alien lifeforms is presented to the authorities, MiliSci (Military Science Division) will quickly become involved, confiscating all evidence and fabricating a cover up story involving illegal experimentation by Triton Marine Research on human and marine DNA. Patrick Whitmarsh, CEO of Triton Marine Research will be arrested and indicted by FLEA on charges of performing illegal genetic cloning experiments. A spokesperson for the Seaborne Foundation, owners of TMR, will express shock at the actions of their subsidiary, and will offer full cooperation in the investigation.

The Seaborne Foundation will move quickly to erase any evidence on Proxima II. The Investigators will see a news item reporting of how a robot freighter malfunctioned during a routine orbital insertion over Proxima II. Although the freighter broke up in the planet's upper atmosphere, a large piece of debris struck the southernmost end of Templeton Island in the Fairfax Archipelago. No lives were lost but the inhabitants of Templeton were evacuated as fires engulfed the forested isle.

Foolhardy Investigators attempting to smuggle alien items to Earth will be arrested by ITC Customs officers at Unity Space Station.

All ships arriving at Earth must pass through the orbital Customs & Excise located at Unity Space Station. Here they must strip and be decontaminated (same goes for belongings). Transportation of any undeclared organic substance that is alien in origin is illegal and carries severe penalties.

Investigators may find themselves sentenced to a prison term of 5-10 years at the Kurchatov Penal Facility on the Moon.

Rewards:

If the Investigators destroy the lab complex, and rescued Gaius Milano, they will receive a SAN award of 2d6.

THE END.

ACKNOWLEDGEMENTS

A great deal of inspiration for the character, possessions, writings and life of Dawlish Cartwright come from 'The Gorge Beyond Salapunco', a short story by August Derleth.

The visual ideas for the Book of Dagon at Triton Labs comes from the film 'Blade'.

Information about the Esoteric Order of Dagon comes from various sources on the internet, including the site <http://esotericorderofdagon.org/>.

Philip K. Dick / Ridley Scott for the 'Bladerunner' style image I had in my head when writing about Prox Spaceport.

Additional proof reading by Christophe Jaureguiberry.



APPENDIX A: NPC CHARACTERISTICS

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter.

FREDA CARDELL

Company Representative – Cenargo Proxima.
Proximan by birth, aged 32.

STR: 11 Move: 3
CON: 14 HP: 26
SIZ: 12 Dex SR: 3
INT: 14
POW: 13
DEX: 13
APP: 14
BRA: 12



ATTACKS:	ROF	A%	PV	DAM
Pistol Glock 36	3	40	+0	1d10+2

Armour:

Personal Body Armour (4AP).

Notes:

Freda Cardell is a typical mid-level corporate executive – with her, it's all about profit and gain. If the Investigators drop Harlan Wexler's name, and can persuade her that there is something in it for her, she will help them raid the TMR labs.

Equipment:

Whatever seems appropriate.

LEE NAKAMURA

Company Representative – Motokatsu-Kyono. Mars-born aged 33.

STR: 13 Move: 3
CON: 14 HP: 25
SIZ: 11 Dex SR: 3
INT: 14
POW: 11
DEX: 14
APP: 13
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Pistol Glock 22	3	40	+0	1d10+1

Armour:

Personal Body Armour (4AP).

Notes:

Nakamura is a typical mid-level corporate executive – with him, it's all about profit and gain. If the Investigators drop Izo Nagata's name, and can persuade him that there is something in it for him, he will help them raid the TMR labs.

Equipment:

Whatever seems appropriate.

CORPORATE STRIKE TEAM COMMANDO (x8)

Mean lean fighting machines, supplied by either Cenargo Corp or the Motokatsu-Kyono Combine.

STR: 15 Move: 8
CON: 16 HP: 30
SIZ: 14 Dex SR: 3
INT: 13
POW: 12
DEX: 15
APP: 10
BRA: 16

ATTACKS:	ROF	A%	PV	DAM
M29 TAR	3/5/10	75	+3	2d8
Pistol M11P	3	75	+0	1d10+2
Knife	1	40	+0	1d4+2+1d4

Armour:

Combat Body Armour (8AP).

Augmentations:

Cyber Safety (Cyber), Smartlink (Cyber).

Notes:

In the late 23rd century all the major corporations have their own private armies. Corporate soldiers are used to enforce company policy where necessary, guard company assets, and perform military operations against rivals. They are essentially mercenaries.

AGENT JENS BERRICK

FLEA officer, Proxima District. 26 year old Federal Law Enforcement Officer.

STR: 13 Move: 3
CON: 14 HP: 27
SIZ: 13 Dex SR: 3
INT: 14
POW: 09
DEX: 12
APP: 14
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Pistol M11P	3	75	+0	1d10+2
Punch	1	50	+0	1d3+1d4

Armour:

Personal Body Armour (4AP).

Notes:

Officer Berrick is a bit of a jobsworth, and goes 'by the book'. He will not take risks, and does not intend to jeopardise his police career by helping the Investigators raid TMR without a warrant.

COLSEC TROOPER (x8)

Local police force.

STR: 15 Move: 3
CON: 16 HP: 30
SIZ: 14 Dex SR: 3
INT: 13
POW: 12
DEX: 15
APP: 10
BRA: 14

ATTACKS:	ROF	A%	PV	DAM
Pistol M11P	3	55	+0	1d10+2
Combat Shotgun	3	60	+0	4d6+2/2d6+1
M74 Shock Rifle	2	55	+0	2-4d6+10*
Punch	1	50	+0	1d3+1d4

* stun

Armour:

Riot Body Armour (6AP).

Notes:

While FLEA could be compared to today's FBI, ColSec are effectively local police. They are not mindless killers, and do not take stupid risks.

FATHER GAIUS MILANO

Priest and captive of the Deep Ones on Proxima II.

STR: 06 (11) Move: 2 (3)
CON: 05 (14) HP: 17 (26)
SIZ: 12 Dex SR: 3
INT: 14 SAN: 52
POW: 13
DEX: 08 (13)
APP: 08 (13)
BRA: 15



ATTACKS:	ROF	A%	PV	DAM
Pistol VP78	3/A3	30	+0	1d8+1
Knife	1	30	+0	1d4+2
Punch	1	45	+0	1d3

Armour:

None.

Notes:

Milano is very weak from his incarceration. Full stats are given in brackets.

Equipment:

Silver crucifix on chain about neck.

JASON FREELAND

Full blooded Deep One. Completely insane.

STR: 16 Move: 8
CON: 14 HP: 30
SIZ: 16 Dex SR: 3
INT: 12 SAN: 0
POW: 13
DEX: 13
APP: 03
BRA: 11
HF: 0/1d6

ATTACKS:	ROF	A%	PV	DAM
Claw	1	45	+0	1d6+1d6

Armour:

1pt Scales.

Notes:

This bulging eyed, gilled, creature is, or was, Jason Freeland. During his incarceration at the secret laboratory complex, Freeland has been subjected to gene therapy, which is slowly causing him to mutate into a Deep One. The transformation has sent him insane. He will fight fanatically, and cannot be reasoned with.

NATHANIAL WHITMARSH

Deep One Hybrid, male aged 38. He is a tall, bald, wiry man, who usually wears a dark green jumpsuit.

STR: 14 Move: 8
CON: 13 HP: 29
SIZ: 16 Dex SR: 2
INT: 16 SAN: 0
POW: 14 PP: 14
DEX: 13
APP: 09
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Pistol VP78	3/A3	50	+0	1d8+1
Knife	1	50	+0	1d4+2+1d4
Punch	1	65	+0	1d3+1d4

Armour:

Personal Body Armour (4AP).

Notes:

Civil and religious leader of the Templeton settlement, Whitmarsh is a Deep One hybrid who has managed to slow the transformation process using gene therapy, to be better equipped to serve his cult as a liaison with humans.

Priest of the Church of Ashago. He has a daughter, Sara, who is 17 years old.

Magic:

Summoning: Call Masters of the Depths/3	80%
Black Magic: Unholy Light/2	60%
Black Magic: Mist of R'lyeh/2	75%
Black Magic: Weakness/3	60%

SARA WHITMARSH

Deep One Hybrid, female aged 17. She is a tall, athletic girl with jet black hair and sea green eyes, who usually wears a dark green jumpsuit.

STR: 09 Move: 8
CON: 10 HP: 24
SIZ: 14 Dex SR: 2
INT: 13
POW: 14
DEX: 13
APP: 14
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Kick	1	45	+0	2d6
Punch	1	45	+0	2d3

Armour:

None.

Notes:

Daughter of Nathaniel Templeton, and Deep One Hybrid, Sara Templeton is a bright, intelligent girl, who is used to getting her own way.

She is scared of her father, who is known for flying into rages (a side effect of the gene therapy he had to slow the Deep One transformation process). Bored with life on Proxima, and not knowing the full story behind her heritage, if a handsome male Investigator succumbs to her charms, she may provide them with help, but will never knowingly do anything to harm her father or the townsfolk of Templeton. Play her how you see fit: potential ally, wily foe or confused girl.

AKIL

Deep One, male. Singularly ugly brute, with pale, pallid skin and bulbous, watery eyes.

STR: 18 Move: 8
CON: 19 HP: 37
SIZ: 18 Dex SR: 2
INT: 07
POW: 10
DEX: 16
APP: 04
BRA: 15



ATTACKS:	ROF	A%	PV	DAM
Claw	1	70	+0	1d4+1d6
Blade	1	70	+0	1d6+2+1d6

Armour:

Personal Body Armour (4AP) plus 1pt Scales.

Notes:

Deep One warrior assigned as Nathaniel Whitmarsh's bodyguard. Obeys Whitmarsh without question. Despite his size and bulk, Akil is deceptively agile.

Skills:

Dodge 70%.

STREET MUGGERS

Transients or illegal immigrants, mainly from Earth. A surly looking bunch.

STR: 14 Move: 3
CON: 13 HP: 24
SIZ: 11 Dex SR: 3
INT: 10
POW: 10
DEX: 13
APP: 09
BRA: 10

ATTACKS:	ROF	A%	PV	DAM
Pistol VP78	3/A3	40	+0	1d8+1
Club	1	50	+0	1d6+1d4
Knife	1	50	+0	1d4+2+1d4
Punch	1	35	+0	1d3+1d4

Armour:

None.

Notes:

All wear scruffy clothing, face masks, and carry a motley assortment of weapons, including pistols. If half their number is taken out within 3 MR, they will break and flee. If any are captured, they will talk freely – they were hired by a 'weird looking man' to mug the Investigators – the man paid E\$25 each, in cash.

TEMPLETON COLONIST

Deep One Hybrids. Usually wear dark green jumpsuits.

STR: 14 Move: 8
CON: 14 HP: 30
SIZ: 16 Dex SR: 3
INT: 12
POW: 13
DEX: 13
APP: 08
BRA: 12

ATTACKS:	ROF	A%	PV	DAM
Pistol VP78	3/A3	30	+0	1d8+1
Knife	1	30	+0	1d4+2+1d4
Punch	1	45	+0	1d3+1d4

Armour:

Personal Body Armour (4AP) plus 1pt Scales.

Notes:

Hybrid deep ones appear perfectly human until they are about 20-25 years old. At that time the body of the hybrid begins to undergo a slow change. His eyes bulge slightly, and his form becomes hunched and his legs twisted. His walk becomes more of a hop, and his fingers twist into clawed paws. His teeth loosen and fall out, replaced by needle-sharp teeth like those of a piranha. Hybrid deep ones who have begun the change are said to have the 'Innsmouth look.'

NEW HORIZON, campaign pack MB2.2

Usually by the early 30s, the hybrid completes the transformation to full-blooded deep one and joins his kin in the ocean.

TMR have developed several drugs to either quicken or slow the change.

DEEP ONE AT TEMPLETON DIG

Deep Ones in lagoon – usually wear environmental suits and body armour.

STR: 16 Move: 8
CON: 14 HP: 30
SIZ: 16 Dex SR: 3
INT: 12
POW: 13
DEX: 13
APP: 03
BRA: 12

ATTACKS:	ROF	A%	PV	DAM
Claw	1	45	+0	1d6+1d6
Harpoon Gun	1	50	+0	1d10+1
Knife	1	50	+0	1d4+2+1d4

Armour:

4pt Scales, environmental suit and armour.

Notes:

These full blood deep ones will be out in the lagoon, submerged, when the Investigators arrive. They are in environmental suits with night vision lenses in their helmets glowing eerily green in the night. If their true form is revealed, there is a SAN loss of 0/1d6.

Equipment:

Harpoon gun; x6 harpoons (rotating loader allows 3 to be fired before needing to reload); Knife; Environmental suit.

LABORATORY ASSISTANT AT TEMPLETON DIG

Deep One Hybrids. Usually wear dark green jumpsuits with TMR logo.

STR: 12 Move: 8
CON: 14 HP: 30
SIZ: 16 Dex SR: 3
INT: 13
POW: 13
DEX: 13
APP: 08
BRA: 12

ATTACKS:	ROF	A%	PV	DAM
Pistol VP78	3/A3	30	+0	1d8+1
Knife	1	30	+0	1d4+2+1d4
Punch	1	45	+0	1d3+1d4

Armour:

Personal Body Armour (4AP) plus 1pt Scales.

Notes:

See 'Templeton Colonist' for full details about Deep One Hybrids. Lab assistants will not fight an obviously superior force, but will attempt to raise the alarm at the first chance they get – usually by screaming an unearthly primal howl, which has a 45% chance of alerting the guards at the site, and a 60% chance of alerting the Deep Ones in the lagoon. They will not divulge any information about the plans of the Seaborne Foundation or TMR.

Equipment:

ID card – provides access to all locations at site; Small metal case containing medical applicator and 2d3 doses of a dark green liquid – this is the Slow Drug developed by TMR to slow the change process in Deep One Hybrids. One of the lab assistants will carry a keycard that is needed to access the secret entrance to the TMR labs in Prox. The Investigators should find this card on the first lab assistant they incapacitate/capture.

SECURITY GUARD AT TEMPLETON DIG

Deep One Hybrids. Usually wear dark CDUs with TMR logo and personal body armour.

STR: 16 Move: 8
CON: 14 HP: 30
SIZ: 16 Dex SR: 3
INT: 12
POW: 13
DEX: 13
APP: 08
BRA: 13

ATTACKS:	ROF	A%	PV	DAM
Pistol M11P	3	30	+0	1d10+2
SMG M41	3/5/10	55	+0	2d6+4
Knife	1	30	+0	1d4+2+1d4
Punch	1	45	+0	1d3+1d4

Armour:

Personal Body Armour (4AP) plus 1pt Scales.

Notes:

See 'Templeton Colonist' for full details about Deep One Hybrids. After the snooping around of Father Milano and Dawlish Cartwright, security guards at the dig site have orders to deal with intruders quickly and firmly. They have orders to shoot first, ask questions later.

Equipment:

ID card – provides access to all locations at site; Tactical comlink; SMG; x5 magazines; Pistol; x3 magazines; Knife; 2x stun grenades; Zipties; Baton; Medkit, Night Vision Goggles.

TMR SECURITY GUARD TYPE 1

Deep One Hybrids. Usually wear dark grey CDUs with TMR logo underneath riot armour.

STR: 16 Move: 8
CON: 14 HP: 30
SIZ: 16 Dex SR: 3
INT: 12
POW: 13
DEX: 13
APP: 08
BRA: 13

ATTACKS:	ROF	A%	PV	DAM
Pistol M11P	3	30	+0	1d10+2
SMG M41	3/5/10	55	+0	2d6+4
Shock Rifle	2	55	+0	2-4d6+10*
Knife	1	30	+0	1d4+2+1d4
Punch	1	45	+0	1d3+1d4

*stun

Armour:

Riot Body Armour (6AP) plus 1pt Scales.

Notes:

See 'Templeton Colonist' for full details about Deep One Hybrids.

Equipment:

ID-Tag; Security Card Type 1; Tactical comlink; SMG; x5 magazines; Pistol; x3 magazines; Knife; 2x stun grenades; Zipties; Baton; Medkit.

TMR SECURITY GUARD TYPE 2

Deep One Hybrids. Usually wear combat armour.

STR: 17 Move: 8
CON: 15 HP: 31
SIZ: 16 Dex SR: 3
INT: 12
POW: 13
DEX: 14
APP: 08
BRA: 14
HF: 0/1d6

ATTACKS:	ROF	A%	PV	DAM
M29 TAR	3/5/10	65	+3	2d8
M71 SSW	FA	65	+0	2d6+2
Pistol M11P	3	40	+0	1d10+2
Knife	1	40	+0	1d4+2+1d4
Punch	1	55	+0	1d3+1d4

Armour:

Combat Body Armour (8AP) plus 1pt Scales.

Notes:

See 'Templeton Colonist' for full details about Deep One Hybrids. While the majority of the security force at the TMR labs are of the type 1 variety, there is also a small team of commandoes on standby should a situation arise requiring more firepower.

Each squad of Type 2 Guards will be armed with TARs, apart from one support gunner who carries an M71.

The Type 2s wear armoured environmental suits and masks. The masks are a cross between bugs and frogs, and the eyes glow eerily green at night (night vision). If the mask is removed, it will reveal a horrible batrachian visage, large round watery eyes, gills on neck, wide, flat mouth...

Equipment:

ID-Tag; Security Card Type 1; Tactical comlink; TAR or SSW; x3 magazines; Pistol; x3 magazines; Knife; 2x stun grenades; Zipties; Baton; Medkit.

TMR SCIENCE STAFF

Deep One Hybrids. Usually wear dark green jumpsuits with TMR logo.

STR: 12 Move: 8
CON: 14 HP: 30
SIZ: 16 Dex SR: 3
INT: 13
POW: 13
DEX: 13
APP: 08
BRA: 12

ATTACKS:	ROF	A%	PV	DAM
Pistol VP78	3/A3	30	+0	1d8+1
Knife	1	30	+0	1d4+2+1d4
Punch	1	45	+0	1d3+1d4

Armour:

1pt Scales.

Notes:

See 'Templeton Colonist' for full details about Deep One Hybrids. Science staff will not fight an obviously superior force, but will attempt to raise the alarm at the first chance they get. They will not readily divulge any information about the plans of the Seaborne Foundation or TMR unless forced to.

Equipment:

ID-Tag; ID Security Card Type 1; Small metal case containing medical applicator and 2d3

TMR DEEP ONE SCIENTIST

Full blooded Deep One – usually wears environmental suits.

STR: 16 Move: 8
CON: 14 HP: 30
SIZ: 16 Dex SR: 3
INT: 12
POW: 13
DEX: 13
APP: 03
BRA: 13
HF: 0/1d6

ATTACKS:	ROF	A%	PV	DAM
Claw	1	45	+0	1d6+1d6

Armour:

4pt Scales, environmental suit.

Notes:

These full blooded deep ones are in charge of the cloning project codenamed Altior. They will not want to be captured, and will fight any such attempt by the Investigators.

Equipment:

Environmental suit; ID-tag; Security Card Type 2;

SUPER DEEP ONE

Children of the Star Spawn

STR: 35 Move: 8
CON: 35 HP: 60
SIZ: 25 Dex SR: 1
INT: 18
POW: 18
DEX: 20
HF: 1d3/1d8

ATTACKS:	ROF	A%	PV	DAM
Claw	1	45	+0	1d6+2d6
Tentacle	1	50	+0	2d6+Poison

Armour:

8 pt scaled skin and blubber.
Regenerates 1d3 HP/MR.

Notes:

At once insect like, amphibian and alien, the Super Deep Ones resemble 3m tall Deep Ones, but with definite hints of Star Spawn ancestry – notably the claws and wings, and with one long, whip like tentacle instead of a mouth.

The poison coating the tentacle is POT18 and causes instant paralysis.



THE PROTO-SHOGGOTH

A nightmare, protoplasmic morass of fetid, black iridescent bubbles, with myriads of temporary eyes forming and unforming as pustules of greenish light.

STR: 50 Move: 8
CON: 50 HP: 100
SIZ: 50 Dex SR: 4
INT: 07
POW: 01
DEX: 18
HF: 1d6/1d20

ATTACKS:	ROF	A%	PV	DAM
Crush	1	70	+0	5d6

Armour:

None, but

1. fire and electrical do only half damage;
2. physical weapons do only 1 point of damage, impaling or not;
3. A Shoggoth regenerates 2 HP/MR.

PROXI-MITES

Large subterranean dwelling creatures that look like cat-sized dust mites

STR: 05 Move: 6
CON: 10 HP: 13
SIZ: 03 Dex SR: 2
INT: 02
POW: 10
DEX: 03

ATTACKS:	ROF	A%	PV	DAM
Bite	1	35	+0	1d4+Poison

Armour:

1pt shell.

Notes:

The Proxi-Mite bite transmits toxins that cause acute psoriasis in humans (flaking, itching skin). POT 4+1d4 vs. CON to avoid contracting. It is harmless but is very infectious – any Investigator contracting 'Proxi-Flake' will be unable to return to Earth and will be quarantined at an orbital medical facility until the ailment has cleared up.

APPENDIX B: HANDOUTS

INVESTIGATORS HANDOUT 1

The Tribal Art Collection:

The crate contains a collection of extremely curious 'pieces', which would be the delight of any collector of aboriginal art. Almost all the pieces originate from the south Pacific. Many of the items are labelled. The text of the label is given in *italics* for each item. Pieces of interest are:

1. A piece of 'Tapa' cloth from the Tonga Islands, the design a dark green star upon a brown background. "First occurrence of the five pointed star in this area. Natives unable to account for design, except that it is very old."
2. Stone idol. "Cook Islands. Note lack of neck, misshapen torso, tentacles for legs/arms. Natives have no name for it."
3. Stone head. Miniature of Easter Island style. "Found in Ponape. Natives call it 'Elder God'."
4. Jade figurine of man with frog head. "Exciting batrachian head of figure, presumably man. Are fingers webbed? Natives endow with meaning – fear association."
5. Carved lintel. "New Zealand Maori. Exquisite workmanship. Central figures obviously octopoid. Disturbing combination of fish, frog, octopus and man."
6. Coral pendant carved into five pointed star. "Note five pointed star design – again!"
7. Polynesian statuette. "Ancestral figure, New Hebrides. Some manifest relation to same cult as that of Ponape and Innsmouth. Mention of 'Cthulhu' to owner frightened him."
8. A grotesque, bearded tribal mask. "Solomon Islands. Exciting suggestion of tentacles, not hair, as beard."
9. Aboriginal war shield. "Queensland. Maze design, with squat, arthropoid figure at centre. Cthulhu?"
10. A rough, five pointed star, maybe 10cm across, carved from an unfamiliar, grey stone.
11. An exquisitely made figurine, 20cm high carved from greenish-black stone. It looks like an aboriginal concept of some ancient monster. It has an octopoid head, a mass of tentacles.

INVESTIGATORS HANDOUT 2

The Esoteric Order Of Dagon:

The Esoteric Order of Dagon is classified as a pagan religious cult combining Holy Scripture, Middle-Eastern fertility worship, and Polynesian rites. It was originally located in Innsmouth, Massachusetts from the early 1840s to February, 1928, then from the late 2230s to June 2253. The religion was attributed with the sudden and abundant return of fine fishing to the area and was embraced by the local townsfolk as the result. The order became the greatest influence in town, taking up headquarters in the old Masonic Hall on New Church Green. Priests of the order were rarely seen by human eyes, and then only as passing shadows that haunt the observer with their sinister qualities.

In 1846, a strange disease wracked Innsmouth. When villagers from nearby communities investigated, they found half of the town's people dead, and Obed Marsh and his Order in complete control.

Degenerative traits began to surface in the children of Innsmouth, blamed on the plague. All of Innsmouth's churches were converted or closed. The town became shunned by the surrounding villages, and the Marsh family maintained its deathgrip until the Order's destruction at the hands of the federal government in the latter half of the 20th Century.

Thought long dead, the cult re-emerged about 20 years ago, and in 2253, Innsmouth was quarantined by the FHS using the cover story of an outbreak of Ngano plague. This caused major panic on the American east coast, but enabled the government to effectively seal the entire area off. Federal Law Enforcement officers, backed up by AmeriCorps soldiers raided the town, while gunships dropped proximity mines on a location just off the coast.

Innsmouth was firebombed and remains sealed off by order of the Federal Government to this day. The religion is now outlawed by the Federal Government, but branches of the cult may still secretly exist.

INVESTIGATORS HANDOUT 3

The Ponape Scripture:

Around 1734, during his stay on the Caroline isle of Ponape, Captain Abner Exekiel Hoag discovered the original manuscript of the Ponape Scripture.

Hoag was unable to read the hieratic Naacal the book was written in, but with the help of his servant Yogash and many years of study, he managed to translate it. Ecclesiastical outcry over references to Dagon kept the book from being published until after his death, but it had circulated surreptitiously through spiritual circles for quite some time. Abner's granddaughter, Beverly Hoag Adams published his translation in a slightly abridged and erroneous edition. The original copy, written on parchment made from palm leaves and bound in the wood of a long-extinct cycad, could be found at the Kester Library in Salem, before it was bought by a private collector in 2257.

According to legend, the high priest of Ghatanothoa, Imash-Mo, and his successors wrote this book in the hieratic Naacal tongue of the lost continent of Mu. The book preaches conversion to the service of Dagon, and tell of the mighty wizard-priest Zanthu. The book was of special interest to Professor Harold Hadley Copeland, who offered his own translation in 1907.

INVESTIGATORS HANDOUT 4

Dagon:

Dagon, mentioned in the Books of Judges and I Samuel, was the chief deity of the Philistines, worshipped in the form of a fish-god, mermon, or triton. The name was derived from the proto-Semitic word "dag", meaning small fish. Dagon's largest temple was in the city of Gaza, destroyed by Samson, who pulled the building down upon the heads of the mocking Philistines.

The Bible also tells of a "house of Dagon" at Ashdod. Here the Ark of the Covenant toppled the statue of the god and then cut off its head and hands. Later ages found Dagon in the role of an agricultural deity, providing a second possible derivation of the name as Dagan, the Semitic word for corn. He was worshipped also by the Babylonians under yet another name. Further derivations of the name link it to clouds and rain, implying a fertility function to the god.

INVESTIGATORS HANDOUT 5

The Doomed City Of Ashdod:

As the most important of the five cities of the Philistines - Ekron, Gaza, Ashkelon and Gath - Ashdod housed the Temple of the Philistines dedicated to the idol, Dagon. It was to Ashdod that the Philistines transported the Ark of the Covenant in the Era of the Judges and it brought them nothing but trouble:

"After the Philistines had captured the ark of God, they took it from Ebenezer to Ashdod. Then they carried the ark into

Dagon's temple and set it beside Dagon. When the people of Ashdod rose early the next day, there was Dagon, fallen

on his face on the ground before the ark of the Lord! They took Dagon and put him back in his place. But the following morning when they rose, there was Dagon, fallen on his face on the ground before the ark of the Lord! His head and hands had been broken off and were lying on the threshold; only his body remained... The Lord's hand was heavy upon the people of Ashdod and its vicinity; he brought devastation upon." [1 Samuel 5:1-6].

It is said that the high priest of Dagon, Ashago, died when the statue of the deity fell.

INVESTIGATORS HANDOUT 6

The Letter:

My Dear Nephew/Niece

It is certain to me now that dark agents are on my trail, so I have had to take steps should matters take a turn for the worse.

Some time ago I made provision in my Will that you were to receive my papers and collection, and I make haste now to acquaint you with the nature of my work.

After my retirement from NY State, I spent some time at Miskatonic University, researching a book I had intended writing on Pacific Rim religions and the effect of missionary work on their evolution. It was during my time there that I happened upon a translation of a book called the Ponape Scripture.

After reading this book, and others, I am certain that there is indisputable and damning evidence that Earth, along with other planets and stars in this arm of the Milky Way Galaxy (and perhaps further afield), was at one time inhabited by beings not altogether of flesh and blood as we understand.

Beings whose marks are still to be found in the hidden places of this and other worlds – the Easter Island pieces, for example. Ancient cosmic beings of alien evil, who legend has it will rise again when 'the stars are right' – that is when they are in a particular conjunction.

The Ponape Scripture and another set of writings entitled 'The Innsmouth Conspiracy' by Thurston Pierce, led me to realise that even now the way is being prepared for the return of these beings by their human, and inhuman servants. Yes, inhuman, for there are intelligent races other than humanity in this galaxy. Indeed here on Earth.

All of this led me to a decision – I would investigate and consciously attempt to learn as much as I could about the most potent of these cults serving these creatures – with a view to either exposing or ending their activities.

I believe one of these cults has its origins in an organisation that called itself the 'Esoteric Order of Dagon', although now it operates under a different name.

Somehow, these hellish fish-men – Deep Ones – who are amongst the closest servants of Cthulhu – are aware of my actions. I do not know whether they know my true intentions. They cannot – for until now I have not written it down or confessed it. Yet they are watching me, as they have been doing for weeks, and I suspect I may not have much time left.

I leave tomorrow for Proxima. I want to say only that if you decide to continue my work, the first thing you must do after reading this letter is to go to Beijing – to the Peoples' University – and call on Professor Ping Mei. Tell her I sent you – or better still, show her this letter, and ask about Father Gaius Milano.

Regards

Dawlish Cartwright

INVESTIGATORS HANDOUT 7

Father Milano's Note:

I shall not cease in my endeavours to overcome these blasphemous creatures and their evil, corrupt ways. Whatever they are, whether Cartwright right or wrong, they are assuridly evil.

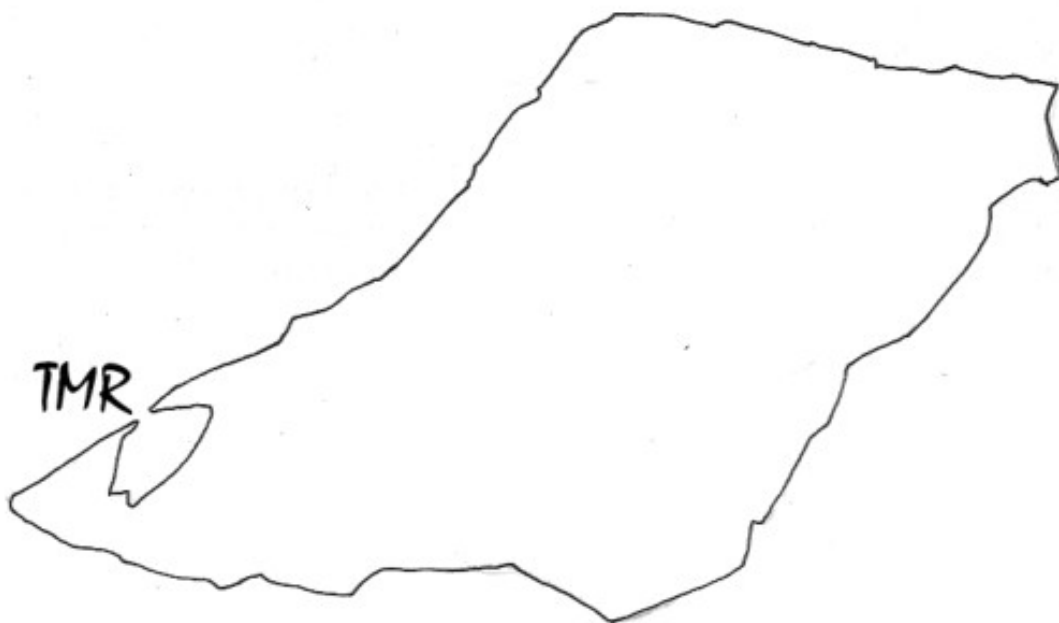
We leave tomorrow for what I fear may be the very heart of darkness itself. I am not unaware of a strong aura of danger, of mortal menace which is almost tangible. I cannot define it, but I feel that my very soul could soon be in the greatest peril.

Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn

In His house at R'lyeh, dead Cthulhu waits dreaming.

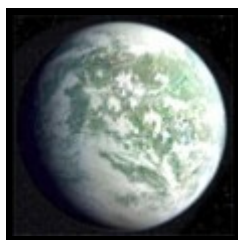
INVESTIGATORS HANDOUT 8

The Drawing:



INVESTIGATORS HANDOUT 9

Orbit 2: Proxima II Class 2 Colony



Orbit Radius	0.2 au
Type	Tundra
Density	1.10
Diameter	10600 km
Gravity	0.94 G



ATMOSPHERICS / ORBIT

Atmosphere	Dense
Pressure	1.22
Composition	Oxygen/Nitrogen mix
Orbital period	71 days
Rotational period	37 hours

TEMPERATURE / SATELLITES

Polar	-37°C
equatorial	11°C
Satellite	2

UNUSUAL FEATURES

Cloud cover.	
---------------------	--

WATER

Water	Oceans
% water	47
% ice	39
% clouds	51

MINERAL RESOURCES

Metal ore	71
Radioactive ore	36
Precious metal	12
Raw crystal	0
Precious gems	10

Description:

On the edge of the habitable zone around Proxima Centauri, Proxima II, or simply Proxima as most locals call it, has a dense atmosphere and almost constant cloud cover that keep the planet damp and cold, with a large portion of the planet's water locked in surface frost. It is this dense atmosphere that protects the planet from the often harsh UV radiation emitted from Proxima Centauri during periods of solar flare activity, and has enabled humans to colonise the planet.

Because the light from Proxima Centauri is so much dimmer than that of Sol, indigenous plant life such as the mighty Barskog Trees have evolved foliage that is such a dark green hue as to appear almost black. These dark hues are perfect for absorbing as much of the visible light that reaches the surface from the red star as possible. Unlike the majority of red dwarf stars, the red light emitted by the star Proxima is not too red in colour for Earth-type plant life to be unable perform photosynthesis efficiently. As a result, many species of plant and animal life have been successfully transplanted from Earth, giving the planet an eco-system similar to the lands found north of the arctic circle on Earth.

Proxima II was colonised early in the 22nd century, and the colony is over 140 years old. Proximans are very proud of the colonial heritage, and while being loyal to the Federation, they assert their national individuality fiercely. The colony's main industries are crystal mining and timber.

Proxima II is home to Proxima Incorporated, one of the largest of the interstellar mining corporations. Proxima Incorporated has a monopoly on mining in the Core Systems.



APPENDIX C: THE ESOTERIC ORDER OF DAGON REVEALED

In the beginning...

In the early 19th century, the Massachusetts town of Innsmouth was in financial hardship: the shipping trade was falling off, industry was seemingly in decline, and many of its young men had been killed privateering in the war of 1812 against the British. Yet, before Innsmouth finally vanished into nothingness, something remarkable happened and the town found new prosperity. The change of fortune can be ascribed to one person, a seafaring fellow called Captain Obed Marsh.

Captain Obed Marsh operated ships out of Innsmouth and was one of the few shipping concerns that still conducted trade with the East Indian Company. Captain Marsh shipped extensively in the South Pacific, and it was while voyaging to China that he came upon an island, east of Otaheite (Tahiti), which drew his interest. The island possessed what seemed to be unique and ancient stone ruins, many of which were sculpted in the fashion of gigantic animal heads, unlike anything he had seen before. Nearby, a number of smaller volcanic islands also possessed gigantic sculptures, seemingly of ancient design, although these were more grotesque in aspect.

The initial meeting with the islanders went well. It appeared they were successful fishermen and, of particular note to Captain Marsh, they all wore elaborate gold jewelry incorporating designs of sea creatures. When Marsh inquired as to the source of the jewelry, the leader of the islanders, Walakea, said they came from the “sea gods” and that they would be pleased to trade gold with the Captain.

While some of Marsh’s crew were distrustful of the islanders due to many of them possessing strikingly unusual features, such as large, orb-like eyes, broad smiles, and rough skin that seemed to be comprised of tiny scales, Marsh paid little heed and recognized a great opportunity had presented itself—one he was not going to let slip away. Thus, Walakea and Marsh established a lucrative trading agreement, with the purchase of the islanders’ golden jewelry in return for glass beads. The pair became good friends, with Marsh learning all he could from Walakea about the life of the islanders and their beliefs.

When taken by Walakea to one of the nearby volcanic islands to view the strange sculptures, Marsh was told that these were once parts of “the city of the sea gods beneath the waves,” which had been throw up from the ocean floor in ages past. And, how it was to these grotesque carvings that Walakea’s people offered human sacrifices in return for good fishing, safe weather, and the treasures of the ocean. As long as his people prospered and the sea gods were happy, Walakea was content to continue the practice.

Before Captain Marsh and his crew left for China, with gold worth more than the ship’s cargo, Walakea gifted the captain with a handful of strange-looking metal disks, etched on both sides with curious characters and sigils. The island chieftain said the sea gods could be summoned by casting the disks into the sea near one of their sunken cities. The captain pocketed the disks and set sail, promising to return with more beads.

Marsh traded with the island community over the following few years, sending ships to collect the golden treasure while ensuring his agreement (and the location of the island) remained a secret. After a time, the abundance of gold jewelry coming out of Innsmouth began to raise questions as to its source, so Captain Marsh purchased an old mill and repurposed it as the Marsh Refining Company—a place where the islander’s gold could be melted down into bullion, which could then be sold on with far fewer questions asked.

In 1838, Captain Marsh returned to the island but, on arrival, found that Walakea’s community had been razed to the ground. It seemed that the communities from some of the neighboring islanders had taken against the practice of human sacrifice and Walakea’s people’s commerce with the sea gods. A force had attacked the community, and by using certain charms, these angry neighbors were able to stop the sea gods from rising from the deep to protect Walakea’s people. The confrontation saw all Walakea’s people killed, their homes destroyed, and the ancient stone heads toppled over and broken. Nothing but ashes remained, while Marsh’s lucrative trade deal disappeared on the salty breeze.

The Rebirth of Innsmouth

Innsmouth’s new-found prosperity had been based solely on the gold brought in by Captain Marsh and its sudden loss badly affected the entire community, which was already somewhat in decline with most other avenues of trade virtually dead and its fishing fleet struggling to return with anything like full catches. Perplexed with how to recover from his setback, Marsh remembered the metal disks given to him by Walakea years before. Perhaps, if he could find and treat with the “sea gods,” Marsh could find a new way to bring the bounty of the sea to Innsmouth.

Desperate and intrigued by Walakea’s words, Marsh rowed out with some of his oldest crew to an ocean promontory called Devil Reef. The year was 1840, and as the moon shone down, he cast a few of the disks into the sea while quietly muttering the words taught to him by the island chieftain. As time slipped by, Marsh began to feel foolish for believing the endeavor could work, yet just before dawn, shapes rose from the water around the reef. The sea gods, who called themselves “deep ones,” had come and were prepared to treat with Marsh, offering good fishing and gold in return for the

colored glass beads once so prized by Walakea. With a new compact agreed, Marsh breathed a sigh of relief; however, his new “business partners” would soon have other demands.

It was not long before the deep ones, who came from a city beneath the waves called Y’ha-nthlei, told Marsh that his glass beads were no longer sufficient. They demanded human sacrifices of both men and women, otherwise, Innsmouth’s fishing nets would be empty of the treasures of the deep and the town would starve. Marsh had no choice but to comply. He set about turning the beliefs of the town’s residents away from Christianity and toward a new religion. Marsh began to spread word through Innsmouth that there were other gods who did not sit idly by and let their followers starve. Gods that would bring prosperity back to Innsmouth, who would listen to the people’s needs, and who would fill the town’s fishing nets with a great abundance of fish and gold. To the hungry inhabitants of Innsmouth, Marsh’s words struck a chord, and many began to listen to his words. Soon, Marsh’s fishing vessels began to return with proof of his claims—their nets filled with all manner of fish, and among the fish, golden jewelry!

Marsh purchased the old Masonic Hall and converted it into a church he dubbed the Esoteric Order of Dagon (EOD). The people began to turn away from their old god, and the worship of Dagon flourished. With dwindling congregations, the town’s churches closed down and their ministers either fled or mysteriously disappeared. First the Congregationalist church, then the Methodist, and finally the Baptist church closed their doors. All that was left was Captain Marsh’s new religion.

People began to disappear, and although these absences were investigated they went unsolved. Rumors hatched regarding the nighttime activities of Marsh and his followers, who each month rowed out to Devil Reef, where it was said they held blasphemous rites. While some spoke out with accusations, most folk looked the other way, fearful of turning against Marsh and losing the new-found prosperity he had brought. It did not take long for some of the dissenting voices to fall silent, with such folk quietly “removed” from town or else threatened to stay in line. Fear crept around the homes of those who wanted no truck with Marsh and his brand of “devil worship.”

Matters came to a head in 1846. A sizeable portion of Innsmouth’s residents still resisted Captain Marsh and conversion to the EOD. Too many people had gone missing, there was much talk of unchristian gods, and there were allegations of murders and blood sacrifices being made under the moon on Devil Reef. Thus, these dissenters armed themselves and followed Marsh and around 30 of his followers out to Devil Reef. With the element of surprise and some well-aimed gunshots, the dissenters captured Marsh and his people, accused them of murder and kidnapping, and placed them in the town’s jail.

Marsh and his cultists were imprisoned for two weeks and, importantly, during this period no tributes were made to the deep ones. On the last night of the second week, a swarm of deep ones rose out of the Manuxet waters and rampaged through the streets, enacting their vengeance against Innsmouth. All resistance was quickly put down while Marsh and his followers were freed from jail. By morning, more than half of the town either lay dead or were missing. Those who still drew breath were now Marsh’s people, whether they liked it or not. Captain Marsh became the de facto leader of the town.

The Awful Compact

As Marsh’s grip tightened, so did the demands of the deep ones, and if he did not appease their demands, Innsmouth would suffer the consequences. The “sea gods” now wanted to mate with humans. Marsh was forced to take a deep one as a second wife, while a series of new oaths were implanted into the rites and ceremonies of the EOD. These Oaths of Dagon culminated in the “marriage” between humans and deep ones. The male and female members of the EOD were, at first, encouraged to take the Third Oath, then later compelled to do so, with some preferring to take their own lives rather than submit.

The children born of such unions first looked human but, as they grew older, they would eventually change into deep ones. Importantly, these hybrid children would never die, though they were still susceptible to death from violence. The age when a hybrid would make the final change into a full deep one varied; some would be fully transformed by the time they reached their early 30s, while others wouldn’t lose their “humanity” until they were in their 60s or 70s. A few hybrids would never change and be forever trapped in a state between deep one and human.

In 1863, when recruiters for the US government came to Innsmouth to enlist men for the Civil War, some seized the chance to escape the nightmare town and run headfirst into the bloody conflict. The EOD was somewhat powerless to stop these few leaving, lest its actions bring the unwanted attention of the Union authorities. Of course, although many wanted to leave, most were afraid to do so, fearful that Marsh, his cronies, and the deep ones would somehow still be able to find them and exact some form of vengeance.

After the war ended, Innsmouth fell on hard times. Its shrinking population—from the war, the murders, and its compact with the deep ones—simply meant that its industry was ebbing away. Many of the hybrids were born deformed and incapable of working in the town’s mills, refinery, or aboard its fishing vessels. Beasts of burden were frightened by the hybrids, so even horses and cattle had to be kept away from the town. As their deep one heritage became more pronounced, most of the hybrids would remain indoors, waiting until their change was complete and they could take to the sea.

As the remaining years of the 19th century passed, the town continued its downward spiral. The harbor closed to all but the last few fishing vessels, as did the railroad to Rowley, and Marsh's refinery fell into decline as the deep ones began to bring less gold to the town. Ugly and fearful rumors continued to spread in the surrounding countryside, with the good folk of Rowley, Ipswich, and Arkham preferring to keep well away from the "blight" that seemed to infect Innsmouth.

Captain Obed Marsh had three children with his deep one bride. Two transformed into full deep ones early, but the third, his daughter, Delores, looked human enough and was married off to a man in Arkham. From his first marriage, Marsh had children, but those children eventually took deep one mates as well. Until his death in 1878, Captain Marsh ruled the town and wrought the EOD into a tool to do his bidding. His legacy was one of unbelievable horror and misery. And, after this death, his grandson, Barnabas Marsh, took over, maintaining the agreement with the deep ones.

In 1924, Obed Marsh's grandson, Barnabas Marsh, some 70 years old and completed transformation into full deep one, remained the town's patriarch. Barnabas was all but a deep one, and for the last few years has remained hidden away from public view.

Innsmouth continued to sink into poverty and even its once strong fishing trade could no longer compete with the industrious mass production of Gloucester and elsewhere. Even with the introduction of electricity and gas, a darkness surrounded the houses - few were not condemned, their inhabitants preferring the coolness of the darkness while waiting to go to the sea. The cult of Dagon continued: rites and sacrifices were performed, oaths were observed.

Operation COVENANT

During the winter of 1927-28 officials of the Federal government made a strange and secret investigation of certain conditions in the ancient Massachusetts seaport of Innsmouth. The public first learned of it in February, when a vast series of raids and arrests occurred, followed by the deliberate burning and dynamiting - under suitable precautions - of an enormous number of crumbling, worm-eaten, and supposedly empty houses along the abandoned waterfront. Uninquiring souls let this occurrence pass as one of the major clashes in a spasmodic war on liquor.

Operation COVENANT, also known as the 'Raid on Innsmouth', was a 1927 law-enforcement operation conducted by the United States Secret Service, aided by a force of Marines, Coast Guard troops and a deployment of agents from the Office of Naval Intelligence's P4 Division. The raid revealed to the Federal Government the existence of the unnatural, in particular the presence of the Deep Ones and their half-human hybrids, living in colonies on American soil.

The raid resulted in the capture of a large number of both hybrid prisoners and occult artefacts, both of which were remanded into the custody of the P4 Division. The study of these prisoners and artefacts would lay the foundation of the future Delta Green.

The Raid

The raid itself was a bloody affair. Despite the overwhelming advantage in firepower held by the Government forces, the townsfolk of Innsmouth defended their land and their unnatural faith relentlessly against the invaders. The seizure of the town would more closely resemble a pitched battle in war than a mere law-enforcement operation.

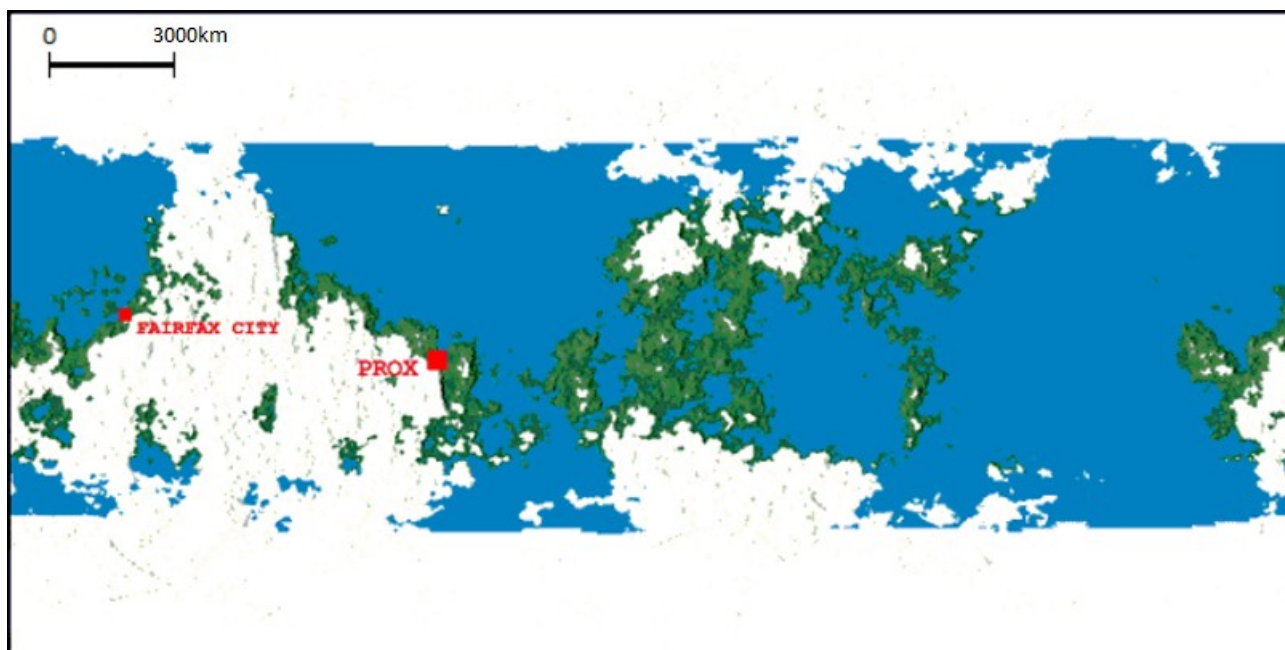
Despite the resistance, the government advantage in manpower and firepower wore down and defeated the defenders. The town itself was seized entirely, its population captured and interned and the town itself dynamited.

Consequences

As a direct result of the raid, the town of Innsmouth was destroyed. The two-hundred and nine Deep One hybrids captured were taken to concentration camps deep within the American interior, far away from any body of water, for later study. Additionally a large quantity of occult and unnatural material fell into the possession of the P4 Division, including a copy of the log of the Sumatra Queen, the ship of Innsmouth's most prominent merchant-captain and founder of the Esoteric Order of Dagon, Captain Obed Marsh; a Marsh family history dated 1862; two copies (one badly burnt) of the Ponape Scripture; five conical stone tablets inscribed with glyphs and an incomplete set translation notes for the glyphs, compiled over many years by Robert Marsh. Rumors persisted for years afterwards that a submarine fired torpedoes off of Devil's Reef at an unknown target, deep in the ocean.

The capture of live specimens of half-human creatures proved the purpose of the P4 Division of ONI, providing evidence beyond all doubt that mankind was not alone on the planet and that the enemy posed a threat to the United States. The P4 Division began a protracted war against the Deep Ones, employing the Navy to depth-charge suspected Deep One colonies and the Army to destroy Innsmouth-like surface colonies in Central America.

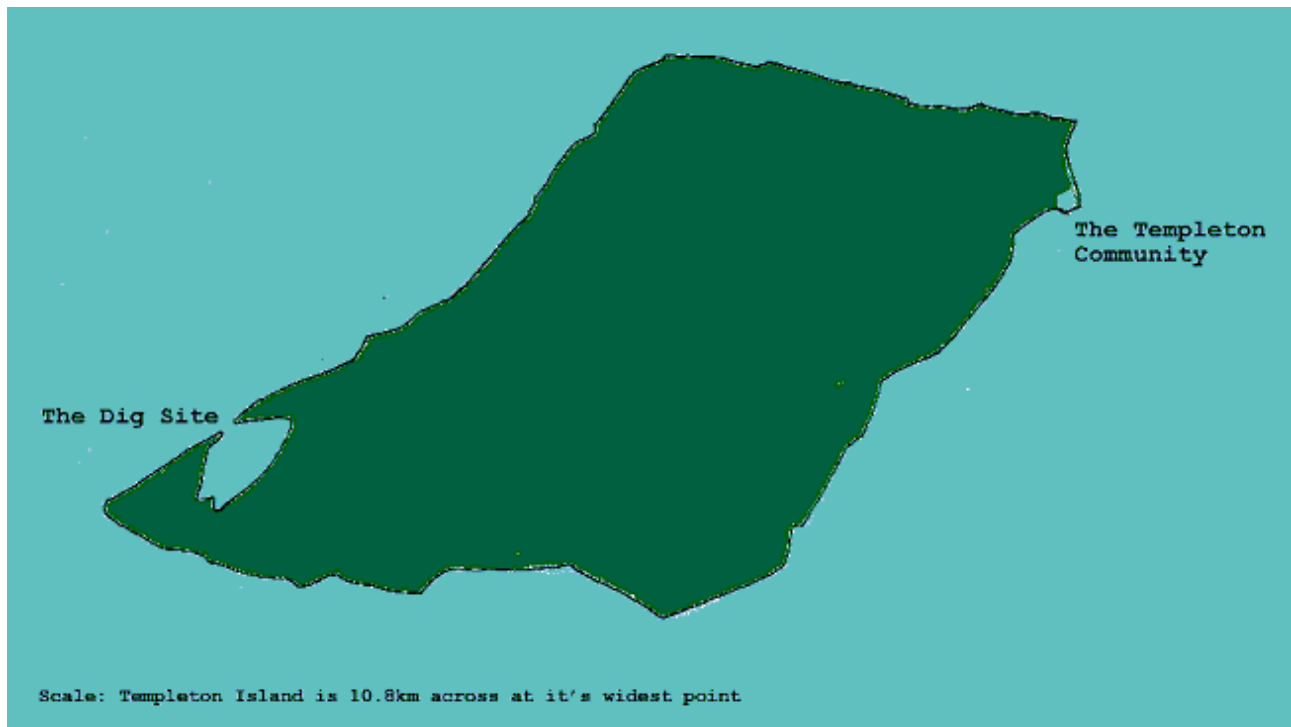
MAP 1: PROXIMA II SURFACE MAP



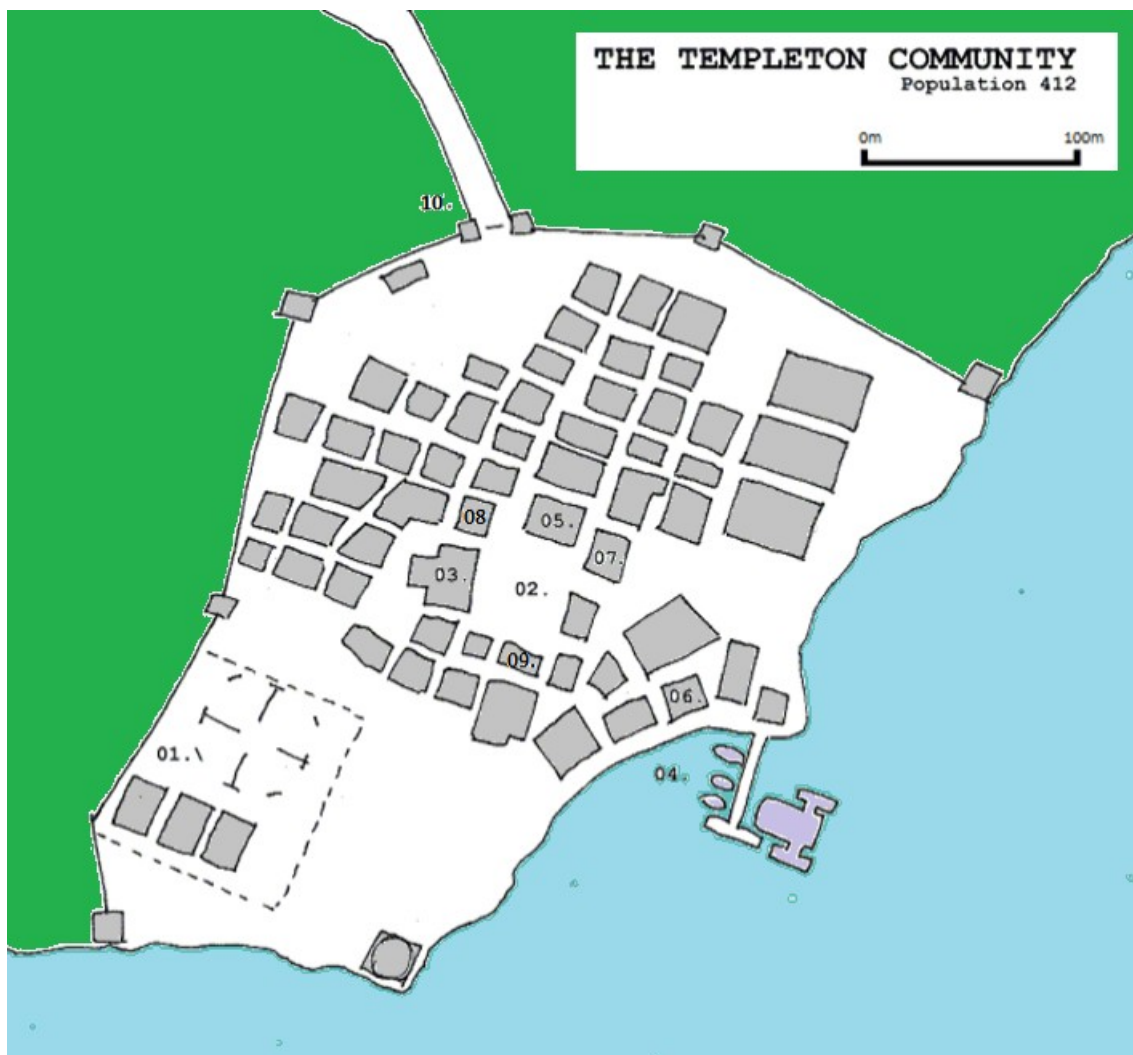
MAP 2: THE FAIRFAX ARCHIPELAGO



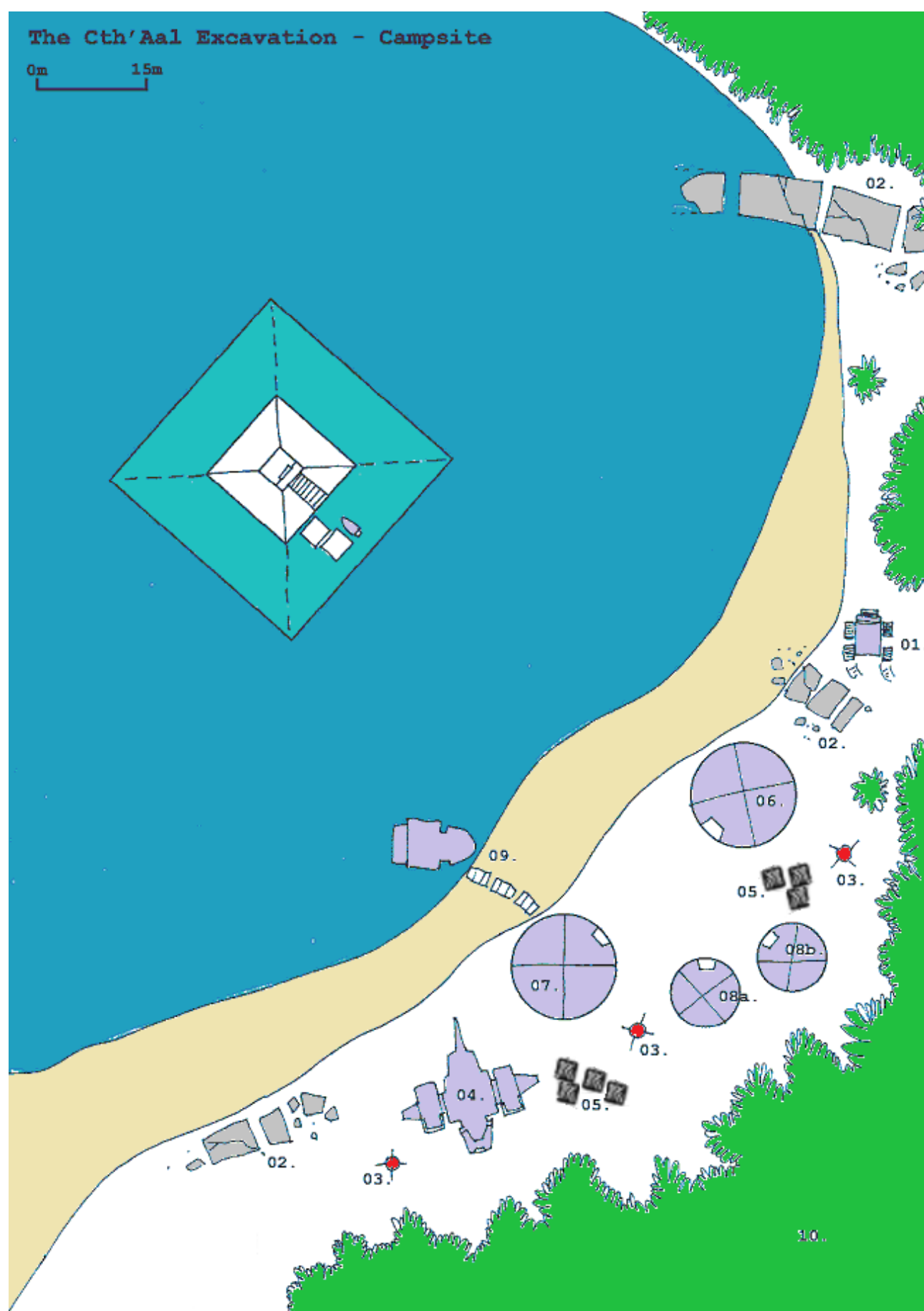
MAP 3: TEMPLETON ISLAND



MAP 4: THE TEMPLETON SETTLEMENT

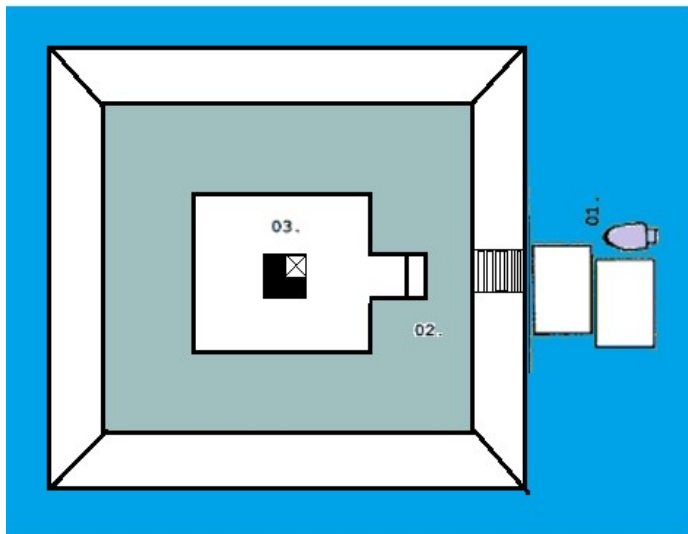


MAP 5: THE DIG SITE - CAMPSITE

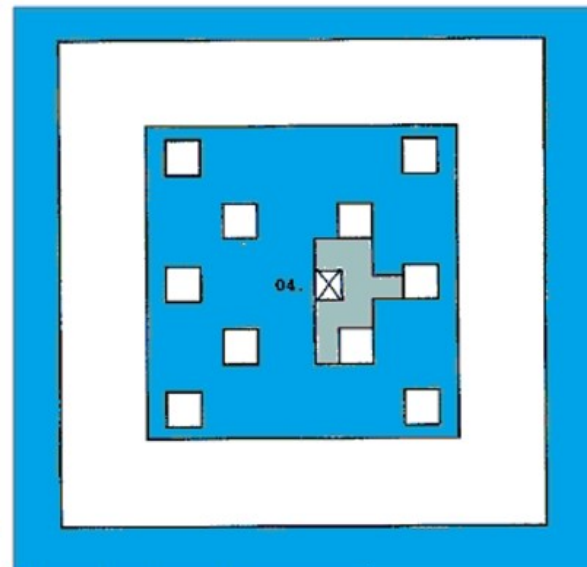


MAP 6: THE DIG SITE - ZIGGURAT

The Cth'Aal Excavation - Ziggurat

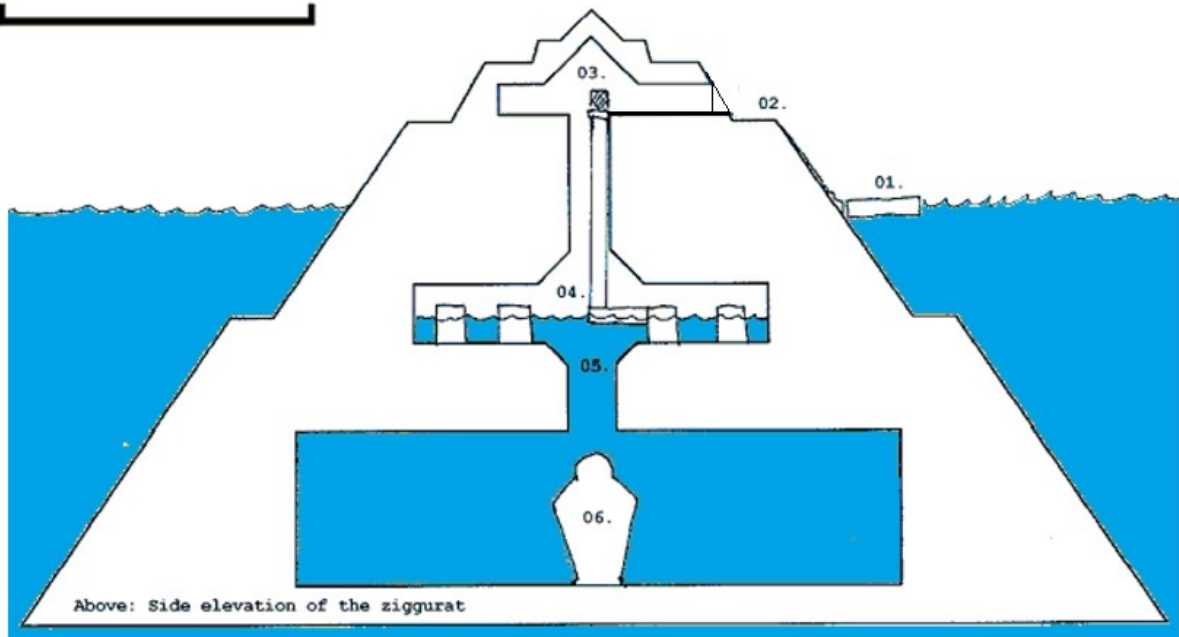


Above: The section visible above water



Above: the air pocket

0m 15m



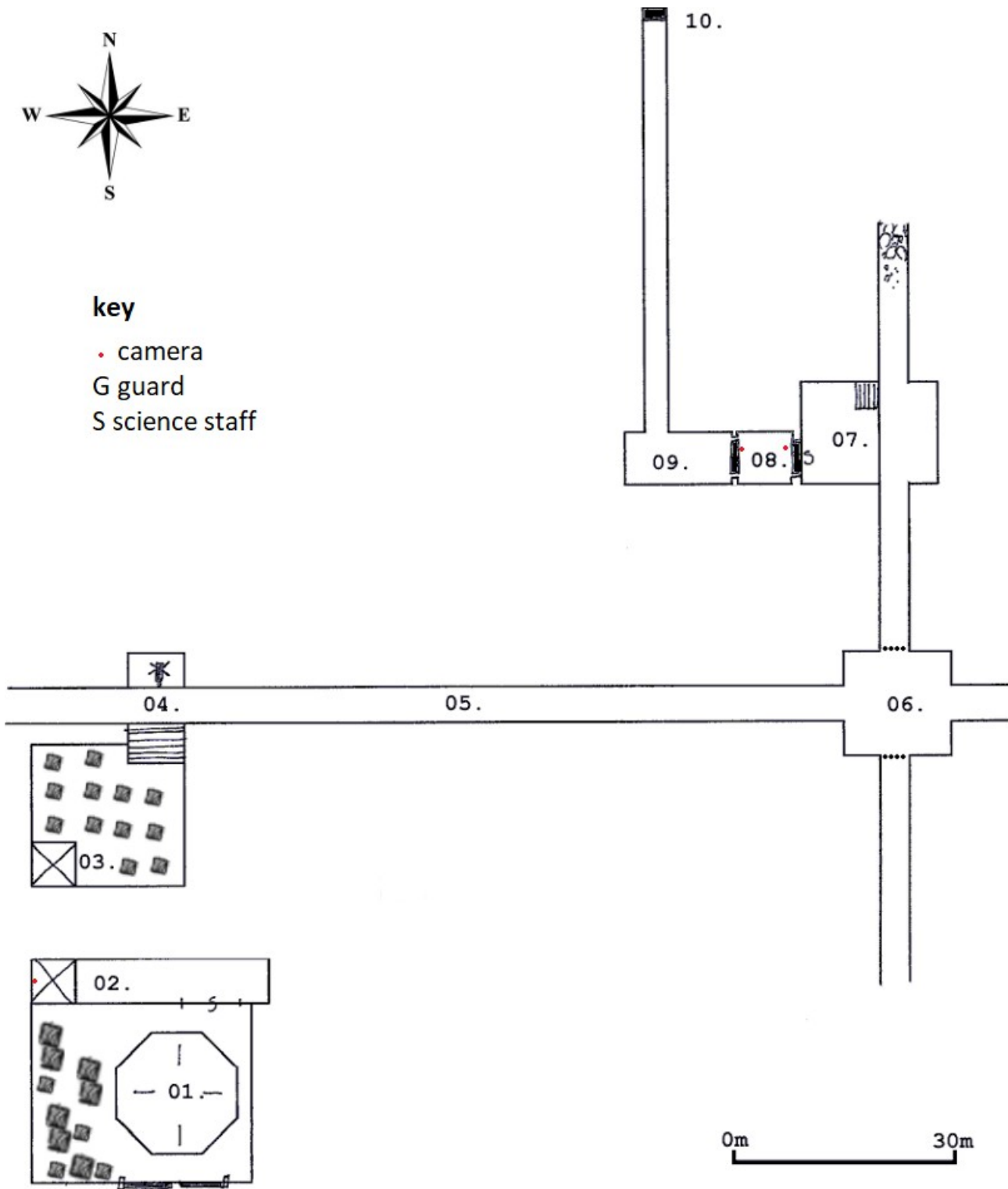
Above: Side elevation of the ziggurat

MAP 7: THE PROX SEWERS

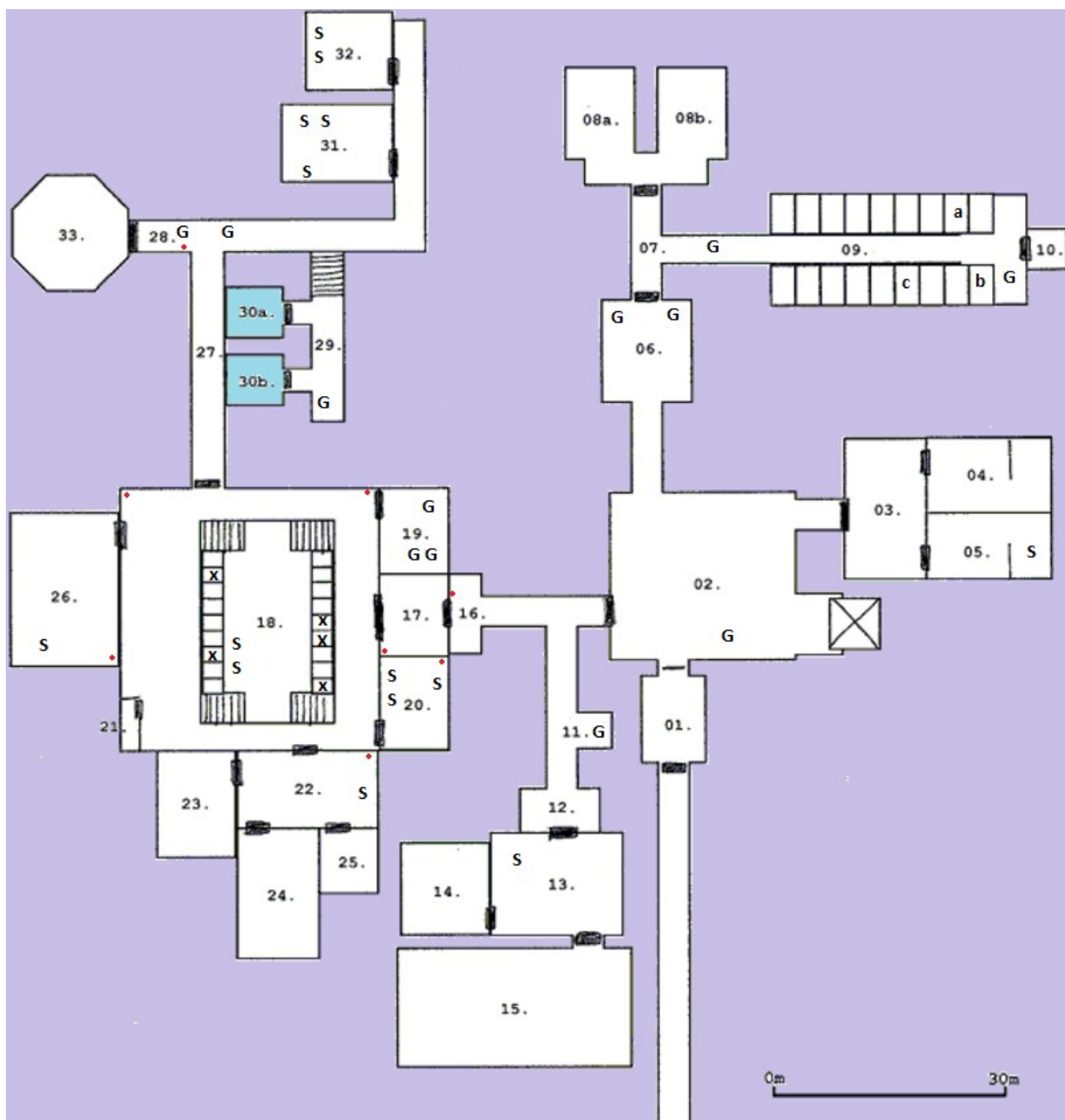


key

- camera
- G guard
- S science staff



MAP 8: TMR LAB COMPLEX



SINS OF THE FLESH

by John Ossoway

Sins Of The Flesh is a Cthulhu Rising NH adventure for a small group of investigators, with the requirement that one of them is a police officer or private investigator of some kind. It would also be advantageous if one or more of the Investigators has the Computer and Electronic Security skills. It follows on from a previous adventure, MB03 Inheritance, but with a little work from the Keeper, can be run as a stand-alone piece.

KEEPERS INFORMATION 1

Introduction

The adventure begins by introducing the Investigators to an organisation called 'The Sutton Institute'. Once at least one of the Investigators has become a member of the Institute, one of the senior members will ask them to look into a report recently received from one of their associates. Before long the Investigators will find themselves entering the seedy underbelly of Federal society, face to face with vice, human traffickers and a possible confrontation with an avatar of the Great Old One Y'gononac himself...

Keepers should be warned that some elements of this adventure deal with themes of a sexual nature, and are not for the faint-hearted or prudish, though I doubt you'd be playing Call of Cthulhu if you were! ;-)

KEEPERS INFORMATION 2

Background

The events that lead up to the opening of Sins Of The Flesh can be mostly attributed to the actions of one individual – a man called Bryce Bannerman.

Vice-President of Ecliptic Entertainment, one of the fastest growing entertainment conglomerates in the United Earth Federation, Bannerman's public image is one of a charming, quick-witted and affable businessman, known for his laid back approach to his work. What is not common knowledge is that he is also completely amoral, and the leader of a small chapter of Y'gononac worshippers.

The membership of Bannerman's chapter is almost completely made up of rich businessmen and wealthy playboys, who meet in secret to conduct their perverse rites at the exclusive orbital holiday resort, Ecliptic Star.

Y'gononac:

Y'gononac is a Great Old One and is the god of perversion and depravity – not just "average" human perversions or depravities, but any that can be conceived of by a sentient being (sane or otherwise). His demeanour is much like that of Nyarlathotep, but

he is much more perverse and sadistic. Y'gononac can sometimes be summoned merely by reading his name (not necessarily aloud; just reading it is sufficient) in the Revelations of Gla'aki.

Y'gononac is imprisoned behind a wall of bricks in unknown ruins, possibly in the less travelled regions of the Dreamlands. His true form is uncertain, but when he possesses a human host to manifest, he appears as a grotesquely obese man, lacking a head or neck, with a mouth in the palm of each hand.

On Earth, his cult and worship is widespread with no central leadership.

Bryce Bannerman had been an eager student of the occult since well before his career at Ecliptic Entertainment. After university he spent a year travelling amongst the nations of earth and the offworld colonies. It was during this time that he gained his interest in the Great Old One Y'gononac, an interest that would later become an obsession and lead to him forming the Bannerman Chapter.

Bannerman also heard rumours on his travels of a puzzle box known by some as the Lemarchand Box. Created by an 18th Century French toymaker in the style of ancient Chinese puzzles, the box purportedly gave access to unimaginable pleasures. From his studies of the forbidden twelfth volume of the Revelations of Gla'aki, Bannerman knew better – what the box actually did was open a gateway to the realm of Y'gononac.

Six months ago, Bannerman finally obtained not only a Lemarchand Box of his very own, but also a folio of Lemarchand's writings, including a partial set of blueprints explaining the box's inner workings.

After months of laborious studies, two weeks ago he convinced the other members of his chapter to help him perform an occult ritual during which he would 'solve' the puzzle box.

Unsure of what to expect but fixated on the promised possibilities of sexual heights beyond anything they had known, Bannerman and his fellow cultists successfully summoned Y'gononac for the first time. True to form, Y'Golonac offered to grant the lead summoner the dubious honour of becoming his human host. Bannerman balked at the idea. Y'gononac promptly killed

him and possessed his cadaver to use as his earthly avatar.

Ensnconced in his new body, Y'gonolac demanded that the cultists provide him with a Living Word of Y'gonolac for use in a ritual spell from the Revelations of Gla'aki. This request was not all that problematic to the chapter members, who regularly paid for criminal elements on Earth to abduct homeless people or buy humans to serve as victims at their ceremonies. The chapter members are indeed a reprehensible lot.

Unfortunately, there was an accident with the particular acolyte chosen for sacrifice, resulting in her premature death while enroute to the planned ceremony on board the Ecliptic Star. When informed of the accident, Y'gonolac flew into a rage, during which he killed several of the cultists. After he had calmed down, he demanded that another acolyte be procured. Either petrified by or in awe of that which they had summoned, the remaining cultists ceded to the requests.

During the time it would take to prepare a new sacrifice, the surviving chapter members had two major problems to contend with. The first was the death of Bryce Bannerman. Possessed by Y'gonolac, Bryce Bannerman's body was undergoing a gradual metamorphosis into the avatar's true form. There was no way he could pass for the now dead vice-president of a major corporation. The second was how to keep Y'gonolac's presence secret on board the Ecliptic Star.

A cover story was fabricated about how, suffering from nervous exhaustion, Bannerman had decided to take a 'sabbatical' from his work at Ecliptic Entertainment. This was achieved with the aid of a Beta Level AI construct of himself that Bannerman used to cover his tracks while engaged in cult activities. On a telephone or vid-link, no-one looking too closely would know the difference. Meanwhile the cult worked frantically to ready a new sacrificial victim.

The Living Words of Y'gonolac:

These individuals are acolytes who have been 'blessed' to bear the 'Words of Y'gonolac' tattooed upon their naked flesh. These tattoos are in the form of glyphs of power from the Revelations of Gla'aki.

The Living Words of Y'gonolac are treated with an amount of reverence by fellow cultists – at least that is until they perform their ultimate duty to the cult – which is to be tortured to death during perverse cult rituals.

While any acolyte can volunteer for this sacred duty, for obvious reasons few do. It is more common for the cult to procure 'volunteers' when required by abducting homeless people or buying them from the human traffickers who operate in the poorer nations of Earth.

A Living Word of Y'gonolac takes several weeks to prepare for sacrifice, during which time they are kept in a drugged stupor, to prevent them escaping.

Unknown to Bannerman and the other cultists, there is another use other than ritual sacrifice for the Living Words of Y'gonolac. They are an integral part in The Ritual of Abek Sul (see Keepers Information 16).

During this time, Y'gonolac's various outlandish and perverse demands have sorely stretched both the chapters sanity and finances. It is only a matter of time before the disappearance of several chambermaids on board the Ecliptic Star is discovered and investigated.

If they succeed and provide a new sacrifice, Y'gonolac intends using the Living Word to aid in the performing of the Ritual of Abek Sul, which will open a permanent gateway to his realm. The cultists, being lazy hedonists, haven't done their research properly and are unaware of the ritual's ultimate goal...



KEEPERS INFORMATION 3

The Bannerman Chapter

As stated earlier, the membership of Bannerman's chapter is almost completely made up of rich businessmen and wealthy playboys, who meet in secret to conduct their perverse rites at the exclusive orbital holiday resort, Ecliptic Star.

Before summoning Y'gonolac, they numbered thirteen, including Bannerman; one priest and twelve acolytes.

Unless otherwise stated, the remaining ten members are distributed as follows:

- Two cultists start the adventure in Tangiers, sent to make sure no-one discovers the true identity of the El Khattabi corpse. The Investigators may end up crossing paths with them at the Hera Clinic.
- Three cultists will be at the house in Alexandria, finalising the preparation and transport arrangements for the newly prepared Living Word.
- By the end game of the adventure, depending on how events play out at the house in Alexandria, at least five cultists will be on board the Ecliptic Star at the Bannerman Suite.

More information on these cultists is given in Appendix A: Dramatis Personae, and in the relevant sections of the adventure.

KEEPERS INFORMATION 4

Timeline

There isn't really a strict timeline to keep to for this adventure. Around the time of the Bannerman Chapter summoning Y'golonac for the first time, the Investigators will be receiving their invite to join the Sutton Institute. Two weeks later, when the cultists have almost prepared a new sacrifice for their god, the body of Avril Chapelle (the Living Word of Y'golonac who died enroute to the Ecliptic Star) washes up off the coast of Africa, and the Investigators will be asked by the Institute to investigate further. From hereon in, it is up to the Keeper as to how long it is before the cultists are ready to perform the Ritual of Abek Sul...

THE INVESTIGATION 1

An Invitation

As far as the Investigators are concerned, the adventure opens with each of them receiving an invitation in with their usual morning mail, from an organisation called 'The Sutton Institute'.

Give each of the players a copy of Investigators Handout #1: The Invite.

The date and time for the open evening is given as being in two days time, at 7.30pm. The letter is signed by a Doctor Alexander Bixby, and comes with a map and travel information for reaching Sutton Hall, where the open evening is to be held.

Suspicious Investigators will no doubt want to find out more about Dr Bixby and the Sutton Institute before deciding to attend. A Know check will be enough to find out the information given below in Investigators Information 1. A successful Data Analysis check at +25% is required to gain the information given below in Investigators Information 2.

INVESTIGATORS INFORMATION 1

The Sutton Institute

Founded in 2188 by Professor Giles Sutton of Manchester University and a small group of fellow academics, the Sutton Institute is a privately owned and run organisation committed to the research, documentation and investigation of events, locations and artefacts that suggest a different pre-history of Earth.

The Institute's views have attracted criticism from more orthodox scientific circles, and has come under fire from religious leaders.

The Institute is not known to have any links with the occult or be affiliated with any Mythos-related groups. Membership is by invite only.

INVESTIGATORS INFORMATION 2

Doctor Alexander Bixby

Born in Oxford on September 4th 2217, Doctor Alexander Bixby is currently a tutor at Oxford University, where he lectures in ancient history.

He is well respected in his field, and has written several books. He is married, and lives with his wife, Sarah in the village of Sunningwell, south of the city of Oxford. They have two children, Samuel (30) and Florence (26).

Bixby has been a senior member of the Sutton Institute for the past 11 years. When describing him think of actor Ian McKellan.

THE INVESTIGATION 2

The Open Evening

The Sutton Institute is located at Sutton Hall, approximately five kilometres from the village of Hade Edge in England's Peak District National Park.

Sutton Hall is highly secluded. The main stretch of road, Sutton Hall Lane, runs along the southern edge of the property. Waterdale Lake lies to the north. Along the western edge is a line of rocky hills. To the east lie dense woodlands and open fields, eventually turning into farmland in neighbouring properties. The dimensions of the property are approximately 3km north-south (lake to road), and 8km east-west.

There is a gatehouse manned by a security guard, who will open the gates and allow the Investigators in if they show him their invites. From the gatehouse there is a short drive up a leafy road to the hall itself.

When the Investigators arrive, there will already be several other cars parked out front. The front doors of the Institute are open, and lead into a large hall with a sweeping grand staircase.

Upon entering the Investigators will immediately be approached by a well-dressed man who introduces himself as Michael Forster, one of the Institute's senior members. Once the Investigators have shown him their invites, he will take them into large study, where about a dozen others are gathered, chatting and partaking of the drinks and snacks provided.

The Investigators are the last to arrive, and as soon as they have got a drink and some food, Doctor Bixby will appear, and begin his introductory speech.



THE INVESTIGATION 3

Bixby's Speech

Long before the founding of this institute, a growing body of evidence has been accumulating, pointing to pre-human civilisations existing on earth millions of years ago. Relics and artefacts proving the existence of ancient extra-terrestrial civilisations have been discovered on Mars and beyond. These finds have been suppressed and hidden by a conspiracy orchestrated amongst a military-industrial complex that has its origins as far back as the mid 20th century.

Why would they do this? Because such knowledge would cause widespread panic and unrest should it be made public. But why does the mainstream scientific community ignore the evidence? Deep seated prejudices or intentional filtering of the facts by the aforementioned conspirators blinds them to acknowledging the truth.

We at the Sutton Institute have an overall aim to gain enough irrefutable evidence to bring about a sea change in the accepted view of human history and prehistory. To rethink our understanding of the universe, our origins, identity and ultimately our place in the cosmos.

We undertake to do this by literary, physical and philosophical investigation and excavation of the truth.

This journey of exploration takes us to all the lands on earth, and beyond – to Mars and other colony worlds in and outside the United Earth Federation.

To do this we need not only funding, but pioneers – those willing to use their skills to aid the Institute in unlocking the secrets of our past, present and future. With your interests in your particular fields, you would all be valuable members of our organisation.

The Institute comprises of three types of member. Full membership – which we hope you will accept – are those who are direct members and help in the Institute's continuation by donating money, time and resources. Consultants are paid individuals outside the Institute who perform specialist services for us. Finally there are the Associates – unpaid individuals outside the Institute who assist us from time to time.

At the moment we have over a hundred members here on Earth, with thirty-odd based here at Sutton Hall. Almost a hundred more are spread out through the colonies, though most are based in the Sol system. We also have links with the John Rylands Library in Manchester, Miskatonic University in Arkham, the Senate Library in Geneva and H. G. Wells University on Mars.

After the speech, Bixby will give the Investigators and the other NPCs a short tour of the ground floor of Sutton Hall, during which he will answer questions. If asked why they were invited to join the Institute, Bixby will say that membership is by invite-only, and all prospective members must be recommended by a current member.

All the time during the tour the Investigators will see Institute members at work, reading, researching, cataloguing and performing other tasks. The tour will finally arrive in the library, where Bixby will say the following:

The Institute maintains a sizable data library on site. There are electronic documents and optical scans comprising 1200 reference books, a large collection of atlases and maps of Earth and other planets, and 18,000 assorted manuscripts and scrolls.

Albert, an AI encyclopaedia construct, contains comprehensive information on a variety of subjects including: humanity and natural sciences, religion, the occult, ancient history, biology, xeno-biology, exploration, archaeology and anthropology.

In addition to the onsite data library, the Institute has an arrangement with the John Rylands Library in Manchester – access to their forbidden books vault.

The opening speech and tour will take about half an hour, ending back where it began, in the study, where the drinks and snacks have been replenished. Bixby concludes by saying he hopes the guests enjoyed the tour, and that they will consider joining.

Whether they choose to join or not, he invites all present in the study to stay for the presentations being held in the lecture theatre during the rest of the evening. He then leaves them in the study to consider the offer for 15-20 minutes. During this time, four of the other guests decide against joining and make their excuses before leaving. This leaves the Investigators and seven NPCs.

If the Investigators choose to join, upon his return Bixby will explain how membership works: each member is required to donate E\$1000 a year to the Institute to help contribute to its upkeep and to the acquisition of manuscripts and to the occasional funded expedition.

Membership also requires them to fill out a general contract of terms and agreements; legal formalities that basically say that while they are a member they will not cause trouble, borrow books without prior consent, etc. The first E\$1000 payment is required in advance, as a deposit.

The Investigators can leave at any time, but if they choose to stay for the presentations, they are as follows:

1. Selected readings from 'Myth Cycles of the Ancient World' by eminent Marine Biologist Harvey Sterrick.
2. The Labyrinths of Ashkelon – talk by Stefan Kuchov on the mysterious labyrinths that lie beneath the surface of Ashkelon, a planet orbiting Van Maanen's Star in the Outer

Colonies. Natural phenomena or intelligent design?

3. The Gamma Leporis Cover-Up – a talk by retired marine colonel Cole Jacobson, about how evidence of alien ruins discovered in the Gamma Leporis star system was covered up by the government.

THE INVESTIGATION 4

The Institute Calls

Two weeks after joining the Sutton Institute, the Investigators are contacted by Michael Forster, who asks if they are free to do some work for the Institute. It seems that an associate of the Institute in Tangiers has become involved in a local police matter that might have occult connections.

Foster then emails the Investigators a copy of a news report from a local Moroccan newsfeed. Give the Investigators Handout #2 (summarised in Investigators Information 3 below).

If the Investigators accept the job, Foster will book tickets for the following morning on the daily scramjet to Tangiers airport, where they will be met by an associate of the Institute, Doctor Adnan Aleef. In addition the Institute will cover any reasonable expenses that the Investigators might incur during their trip (travel and accommodation costs, for example).

INVESTIGATORS INFORMATION 3

Strange Flotsam

Two days ago, the corpse of an unidentified woman washed ashore close to El Khattabi, a small fishing village west of Tangiers. The corpse was taken as a bad omen by local tribal leaders, mainly due to the bizarre occult-looking tattoos that covered large parts of its body.

Despite the concerns of the residents of El Khattabi, FedPol are treating the corpse as a simple gangland killing. Criminal gangs in the North African Twilight Zone are infamous for carrying out ritualistic style killings of who they consider to be traitors and police informants.

The body of the mystery woman has been taken to the Tangiers city morgue, where forensic pathologists hope to ascertain her identity.

INVESTIGATORS INFORMATION 4

Tangiers

The city of Tangiers lies in Morocco, and is a major crossing point between the European Federation and the North African Twilight Zone. It lies on the North African coast at the western entrance to the Strait of Gibraltar where the Mediterranean meets the Atlantic Ocean off Cap Spartel. The city has a population of 1.2 million, and in the crowded bazaars and bustling streets Arab, African and European cultures meet and mix, giving the city a vibrant, bustling atmosphere. The religion is predominately Islam with some Christians and Jews. The official language, Arabic, competes with French, Berber, English and Spanish.



INVESTIGATORS INFORMATION 5

Twilight Zones

The term 'Twilight Zone' has become a common way to describing those regions of Earth where poorer nations share borders with both rich super-states and the Third World.

Crossing into a Twilight Zone from a rich state such as the European Federation requires a compulsory customs check upon the return journey, so that authorities can keep track of illegal immigrant movements.

Twilight Zones have become a haven for criminal organisations who deal in the trafficking of drugs and humans, a situation that FedPol is criticised for not doing enough to remedy.

THE INVESTIGATION 5

Mr Aleef, I Presume

The journey to Tangiers by commercial scramjet will take about an hour. Doctor Adnan Aleef is already waiting for the Investigators as they step into the European Arrivals Lounge of the airport.

Wearing a crumpled white suit, the bearded Aleef greets the Investigators warmly, grasping each of them firmly by the hand while issuing a loud 'Salaam Alaikum' ('peace be upon you') through a wide grin.

Once introductions are out of the way, Aleef will arrange for porters to carry the Investigators bags, and lead them out of the airport, explaining on the way that he has booked them into a hotel in Tangiers, the New Sahara, and has a car waiting outside ready to take them there.

Outside the airport, Aleef introduces the Investigators to Hassan, who will be their driver during their stay in Tangiers. Hassan works for the New Sahara, and Aleef has arranged for him to be available should the Investigators need transport.

The journey to the hotel, by skycar, takes about twenty minutes. The hotel has designated landing zones out front, which is where Hassan deposits the Investigators.

Compared to the air-conditioned luxury of the airport, the packed city streets of Tangiers are oppressively hot. As the Investigators climb out of the skycar to wait for Hassan to unload their luggage, their senses are assailed by the smells and sounds of the city, as street merchants wave souvenirs and exotic looking fruits in their faces.

The merchants retreat as Aleef shouts at them, and ushers the Investigators into the hotel. Once they have checked-in, he will suggest that they meet in one of the hotel bars later so that he can bring them up to speed.

INVESTIGATORS INFORMATION 6

The New Sahara Hotel, Tangiers

Though now in need of a spruce-up, the New Sahara Hotel, was once the most fashionable hotel in Tangiers. It was much favoured by wealthy European travellers during the late 21st Century, and is still popular with Europeans staying in the city.

The hotel has an old world colonial feel, and has 78 rooms on 10 floors, a restaurant and two bars. All rooms come complete with vidphone, entertainment suite (television, internet access etc), ensuite bathroom, mini-bar, safe, and environmental controls that include adjustable air-conditioning and electrostatic insect repellers.

THE INVESTIGATION 6

What Aleef Knows

Once the Investigators have unpacked and freshened up after their journey, they will find Aleef in Barek's Bar, one of the two bars in the hotel. The bar itself is a strange mix of old city and colonial European. Beads and silk mix with beers and suits.

Over drinks and some Moroccan food (chicken and couscous), Aleef will tell the Investigators what he knows.

Three days ago, my superiors requested that I accompany a FedPol unit out to El Khattabi, a fishing village to the west. As the only forensic

pathologist on duty that day, I was to oversee the collection of a body that had washed ashore with the morning tide.

By the time I arrived Sergeant Badra, the first officer on the scene had moved the body up the beach and into a disused boat-house. Out of the sun, and out of the site of the increasingly agitated villagers. He was already writing it off as a gangland killing, mainly to calm the superstitious locals.

I performed only a cursory examination at the boat-house as Badra was anxious to calm the locals by removing the body as soon as possible. The body was that of a young woman – twenty years old at most – naked but for the rotted remains of loose white clothing around her wrists and neck. Despite being unable to determine the length of time she had been in the water, the body was remarkably well preserved and untouched by sea creatures. Cause of death would have to be determined back at the FedPol lab, but my initial guess was drowning.

The anxiety felt by both Badra and the villagers was obviously caused by the tattoos that adorned the flesh of the body. I have never seen anything like them. Bizarre geometric patterns covering her shoulders and back, and what appeared to be glyphs written in a spiral pattern around her upper arms.

No-one in El Khattabi could provide any information as to the identity of the woman, and once we got the body back to Tangiers, we had no luck either. We had hoped that her DNA fingerprint would provide a formal identification, but there are many in the North African Twilight Zone who were never recorded in the Federal Citizens Register, and live outside the system. Our Jane Doe was obviously one of them.

My superiors are already following Badra's lead, dismissing the case as a gangland killing. An unusual one yes, but hardly high-priority. I believe there is more to this woman's death than a mere gang-related killing. I hope the Sutton Institute can prove my suspicions to be well-founded!

In addition to the above account, Aleef can provide the following:

1. A summary of the pathologist report from the autopsy, performed by Aleef 48 hours ago (Investigators Handout #3)
2. Should the Investigators wish to see the body for themselves, Aleef has already organised a trip to the city morgue.

KEEPERS INFORMATION 5

Pathologist's Report

There is a lot in the pathologist report that will be irrelevant to the investigation. Read the pathologist's report handout thoroughly before playing. Important facts are summarised below:

1. Condition of body:

The lack of rigor mortis suggests that either body is still very fresh or is in post-rigor. Body had been in the water long enough for decomposition of the lungs to occur (they fill with water causing the body to sink, then rot and the gasses force the body to the surfaces). Bloating, marbling and minor epidermal slippage consistent with a body that has been in relatively cold water for more than 3 days. The lack of damage to the epidermis not consistent with decomposition of lungs. Estimated time in water 14-16 days.

2. Cause of death:

Judging by damage to the internal organs, death resulted from drowning following a traumatic fall either from a great height or falling from a moving vehicle, possibly either a light aerospace craft or a helicopter.

3. Toxicology:

Betathanatine found in bloodstream suggest subject was drugged prior to death. See Investigators Information 7 for details.

4. Identifying marks:

Multiple tattoos covering back and upper arms, as well as on skull underneath hair. Geometric, possibly occult designs, origin unknown. Some marks seem to be a glyph like form of writing.

5. Personal effects:

Remains of clothing around neck and wrists – lab analysis confirms unbranded white cotton, no unique identifying features. Possibly part of robe.

INVESTIGATORS INFORMATION 7

Betathanatine

A general anaesthetic given intravenously that produces catatonia and profound analgesia with little relaxation of the skeletal muscles. Betathanatine also lowers body temperature and heart rate, and causes loss of temporal perception in the recipient. It has become a popular recreational drug, and has also found applications of use by the military - notably the Laoist rebels of the planet Paragon in the 36 Ophiuchi C star system, who use it for covert operations to calm nerves and evade thermal imaging devices.

THE INVESTIGATION 7

A Trip To Tangiers City Morgue

The Tangiers city morgue is located at the Mohammed V hospital, in the bustling heart of the city. The morgue and pathology labs are located in the hospital basement, away from the crowded upper floors. Aleef will sign in the Investigators, and they will be issued visitors passes for the day.

As Aleef signs in, the security guard at reception informs him that there were other visitors earlier in the day - asking about the body from El Khattabi. They were well dressed, and claimed to be private investigators working for an undisclosed client on a missing persons case.

They were refused access, and left without causing trouble, leaving no contact details. If the Investigators request to see any CCTV of the visitors, they will discover that all the video footage of their visit is corrupted. An Idea check will allow an Investigator with police or military knowledge to realise that these visitors must have been carrying sophisticated jamming equipment – small devices that emit electronic interference that disrupts video/audio feeds in surveillance systems.

A Computer Programming check will reveal that there is no way to salvage any footage from the CCTV – the information is too corrupted to work with.

KEEPERS INFORMATION 6

Visitors

The visitors to the morgue were in fact Kurt Schoenrock and Clinton McConnell - two of the Y'gonolac cultists sent to Tangiers to make sure that the body did not lead any police investigation back to the Ecliptic Star. Being rich executives involved in illegal activities, the cult have access to a wide array of restricted tech.

All the cultists make it a rule to carry forged ID while on cult business. Businessmen like those in the Bannerman Chapter have no problem obtaining falsified documents. Only those cultists in the house in Alexandria and on the Ecliptic Star carry their real ID. If the Investigators attempt to follow up any of the fake IDs, they will quickly hit dead ends. At this point in the adventure, there is no way for the Investigators to track down Schoenrock and McConnell, but depending on how the adventure plays out, they may have chance to meet them later.

THE INVESTIGATION 8

Examining The Body

An assistant leads Aleef and the Investigators into one of the pathology labs, and opens one of the many storage drawers lining the walls.

NEW HORIZON, campaign pack MB2.2

The corpse has been sewn back up after the autopsy, and with her eyes closed, almost looks serene and at peace. Aleef will answer any questions the Investigators might have to the best of his knowledge, and allow them to examine the body.

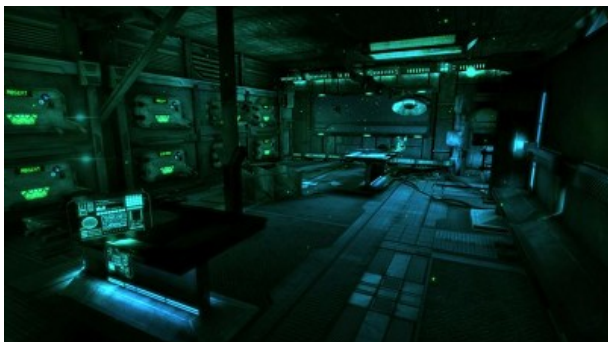
A successful Spot Hidden check will reveal that two tattoos on the corpse do not seem linked to the occult tattoos. The first is a decorative tattoo around the left ankle. The second is on the scalp, obscured by the hair. Aleef is aware of the ankle tattoo, but missed the one on the scalp.

An Investigator with police knowledge can make a Know check. Success means that the Investigator recognises the tattoo on the scalp as being a brand – a common way for criminal gangs to mark their human ‘property’.

Aleef will say he knows a tattoo expert in Tangiers who might be able to help them identify exactly who the brand tattoo belongs to. He can arrange for Hassan to take them to this person in the morning.

Researching the occult tattoos will require a Data Analysis check and several hours (4+1d4) work in front of a computer terminal. Success will allow the Investigators to learn the information contained in Investigators Information 8. Some of the occult tattoos bear a striking resemblance to those few available photographs of glyphs in the terrible twelfth volume of the Revelations Of Gla’aki. SAN loss 1/1d3.

As explained below, this twelfth volume is not available in the public domain, but should Investigators wish to research the first nine volumes, the John Rylands Library in Manchester, England possesses a copy. Staff at the library will warn Investigators that reading the work has driven more than a few people to madness!



INVESTIGATORS INFORMATION 8

The Revelations Of Gla’aki

The standard, published version of this work is the nine-volume folio-sized edition printed in Liverpool in 1865. Rumours say that eleven and twelve volume editions secretly circulate in manuscript form.

The publisher never revealed the source of the original manuscript, but it is assumed that it was copied and stolen by a renegade cult member. Sold only to ‘special’ private collections, it lacks most of volumes ten and eleven. A few copies have managed to find their way into

major library collections but most copies are thought to still be in private hands.

The twelfth volume of this forbidden writing is generally unavailable, and is one of the few sources of writings available on Y’gononac (see Investigators Handout #7). Only a few photographs of a handful of pages have ever found their way into public collections.

The standard version takes 32 weeks to study or 64 hours to skim. SAN loss 1d6/2d6. Forbidden Science +15%. See Appendix C for full details on what is contained in volumes 1-9.

Details about the twelfth volume are given later in this adventure.

THE INVESTIGATION 9

Sacred Mark Tattoos

The next morning as arranged, Hassan will meet the Investigators in the hotel reception and take them deep into the souks and bazaars of Tangiers to visit Aleef’s purported expert on tattoos. The narrow, winding streets are already crowded, as merchants attempt to attract passers by into their shops, some even going to far as to block the Investigators way – though a stern look and a raised hand soon makes them move aside.

Sacred Mark Tattoos lies in a small secluded square, sheltered from the hot African sun by high-walled buildings on all sides, away from the bustling main streets of the bazaars. Outside the shop a knot of teenagers - a collision of brightly coloured dreadlocks and the latest surfer fashions - cluster around a window display showing a progression of tribal and ethnic tattoos.

Hassan leads the Investigators past the group and into the shop. Inside smells of incense and ink. A large African man sits reading a newspaper drinking coffee. On seeing Hassan his mouth breaks into a smile, and the two shake hands. After a brief exchange of words, the man directs Hassan and the Investigators upstairs.

Following Hassan up several flights of stairs the Investigators eventually emerge into a roof garden which looks out over the rooftops of the bazaar. There are linen wind-breaks, countless wind chimes and tangles of exotic plant life.

‘Sacred Mark’ will be found in the centre of the garden, lounging in a large wicker chair, a young attractive surfer-type girl curled up next to him. Seeing Hassan and the Investigators, put down his pipe, expel a cloud of blue smoke and wave a greeting.

Sacred Mark

Sacred Mark is a typical New Age eco-warrior type - an aging hippy of mixed French-Tunisian heritage. He is also an expert tattoo-artist, very knowledgeable about both occult and non-occult tattoo art. He has known Adnan Aleef for many years, and will warm to the

NEW HORIZON, campaign pack MB2.2

Investigators if they say it is Aleef whom recommended him.

Mark will wake the girl next to him, and ask her to get them all something to drink. 'Daisy' stretches sleepily, and disappears indoors to return later with some refreshments.

What Sacred Mark Knows

If shown the tattoos from the body at the morgue, he can easily identify the brand tattoo for them – it is used to identify girls as the property of Abuk's Garden, a strip club in the seedy portside district of Tangiers.

Sacred Mark will warn the Investigators that if they intend visiting Abuk's Garden to be careful who they ask questions of, as the owners have dealings with The Trust. A Streetwise check will reveal the information in Investigators Information 9. Otherwise, Sacred Mark can impart this information to them if asked.

INVESTIGATORS INFORMATION 9

The Trust

Extra-solar emigration rackets, drug-dealing, prostitution, gun-running, piracy - you name it, The Trust have their fingers into it. They are a North African crime syndicate which in the past 50-60 years has risen to power to dominate large scale criminal activities in the North African Twilight Zone and the Central African Bloc. They have recently even begun to extend their sphere of influence to the colonies.

Known for the fervent loyalty of its membership and the brutal way they deal with rivals and informants, The Trust are known to have local FedPol officers on the payroll, making it difficult for the law enforcement agency to make headway into dealing with the problem.

INVESTIGATORS INFORMATION 10

Prostitution

On 23rd Century Earth, prostitution is now legal, though only in licensed private members' clubs in regulated Red Light Zones. Despite this attempt by the government to take control of the sex trade out of the hands of the criminals, street prostitution and the illegal trafficking of immigrant workers into a life of forced prostitution in the lawless Outer Rim Territories continues.

KEEPERS INFORMATION 7

Abuk's Garden [Maps 1-4]

Situated in Portside, one of the seedier districts of Tangiers, Abuk's Garden comprises of a ground floor strip club open to the general public, and a private members club upstairs (a glorified brothel). There are no windows on the ground floor and all windows on the first

floor are tinted revealing nothing within. The club opening hours are 11am-2am, seven days a week, though it is usually busier in the evening and at weekends. Almost any taxi driver the Investigators ask will be able to take them to Abuk's Garden without needing directions.

The club is managed by Tariq Hacini, who is an employee of The Trust. Hacini is a nasty piece of work – an ex-enforcer for The Trust who was promoted to club management after he started getting too old for the bodyguard business. He has little real power beyond running the club, but what power he does have he holds onto jealously.

Abuk's Garden is officially a licensed brothel, but such legitimacy was obtained by the judicious use of bribery and blackmail. None of the dancers at Abuk's Garden are there by choice. They are either slaves, bought by The Trust to serve as dancers and/or escorts, or women who have found themselves in debt to Trust moneylenders, and are paying it off the only way they can. The local FedPol office is understaffed and corruption amongst local law enforcement is rife. Local police officers regularly take bribes from the Trust to look the other way.

The girl who recently turned up dead on the beaches near El-Khattabi used to be a dancer at Abuk's Garden, until Hacini sold her to Ezekiel Walawi, a human-trader for The Trust, who runs a side business acquiring humans for rich customers - in this case for Bryce Bannerman's coven. The Investigators should be able to gain some vital clues to the identity of the El-Khattabi corpse by asking the right questions of the right people at Abuk's Garden.

Staff at Abuk's Garden is as follows:

Tariq Hacini	Club manager.
Nadia	Hacini's personal bodyguard.
Jada	In charge of security in the brothel and unknown to Hacini a spy for the Trust.
Ash	Head doorman.
Goons	Ash has 6x generic security goons at his command.
Girls	There are 16 girls working as dancers and personal escorts in the club. They are of varying ages and nationalities.
Club Staff	Hacini employs 12 club staff who work behind the bars, in the cloakroom, on reception etc.
Janitor	The building manager is Habib.
Cleaners	Two local women clean the club every morning.

See Maps 1-4 for location details. Descriptions are generally brief. Keepers should have no trouble fleshing the club atmosphere out a bit.

Abuk's Garden - Ground Floor

1. Entrance:

Over the entrance to the club a looped hologram of a scantily clad woman moves through a suggestive dance routine. Below the hologram the entrance itself is flanked by a knot of burly looking doormen. Seedy characters loiter close by.

Spot Hidden: The double doors have a security scanner built into the frame. Standard kit for nightclubs on 23rd century Earth. They are programmed to scan for concealed weapons. More sophisticated models can even sniff out narcotics.

If any of the Investigators attempts to enter the club carrying a weapon, the door-scanner will alert the receptionist in (2) who will immediately signal for security. The Investigator will be confronted by two doormen, and be asked to submit to a search, or leave. If the Investigator causes trouble, more security staff will quickly appear from inside the club to deal with the situation. Any weapons carried must be handed over at reception, from where they can be collected later.

Occupants: There are usually at least two doormen on duty outside the club entrance.

2. Reception:

The reception area has seen better days. To the left stand two lifts. Behind a desk sits a bored looking receptionist, painting her nails. To the right of the reception desk are double doors. Without looking up, the receptionist will drone a mantra she has obviously said hundreds of times before: "Over 18s only. Members lounge and private rooms are upstairs to your left, the main club is to your right. Touching the dancers in the main room or private booths is not permitted at any time. Cloakroom storage costs E\$1 per item."

The lifts cannot be accessed without a members card – a door-card issued to all club members. Membership of Abuk's Garden is easy enough to obtain. All an Investigator has to do is hand over a credit card and some personal details. Membership for 1 year costs E\$10, and gives an Investigator access to the Members Lounge (24) and Private Entertainment Rooms (28) upstairs.

Occupants: Honey the receptionist.

3. Strip Club:

Through the double doors to the right of reception is the strip club. Typically subdued club-lighting illuminates 30m x 20m room in warm red hues though a haze of dry ice. The ceiling extends upwards quite a way, and there is a balcony overlooking the club floor.

The club floor is 1m lower than the raised walkway that runs around the W/S walls, and is dominated by a neon-lit bar that runs along the north wall, and a catwalk that projects from a curtain in the east wall out into the centre of the room. At the end of the catwalk is an octagonal dance floor. There is a bar-table and seating around the catwalk and dance floor, as well as tables and seating scattered about the rest of the room.

Several women who are barely dressed dance around vertical poles, gyrating and writhing in time with the

bass-heavy rhythms that pump from the club P.A. system.

Occupants: The club is usually quiet during the day – maybe a dozen or so patrons, one dancer and two bar-staff. At nights and weekends the club is much busier, with several hundred patrons, up to three dancers at a time, and more bar-staff to keep the clientele lubricated.

Dancers circulate the room, asking patrons if they want a private dance in the booths (7), and waiter service is available.

Security is ever-present in the strip club, making sure none of the patrons hassle any of the dancers.

4. Office:

A door from behind the reception desk leads into this small room. A computer terminal on a desk allows staff to scan credit cards of prospective members and print up new membership cards.

Occupants: None.

5. Cloakroom:

Accessible via the Office (4), there is also a serving window into the Strip Club (3) from here. Patrons can deposit coats and other belongings here before descending into the club. Storage cost is E\$1 per item. There are coat rails, lockers and a flight of stairs that lead up to the Mezzanine Level (Map 2).

Occupants: A bored looking attendant will be sat in here, more interested in playing games on his PDA than serving customers.

6. Secret Corridor:

This corridor allows staff to get access to the Private Booths without going through the club. There is a concealed door at the back of each booth, which allows troublesome patrons to be forcibly removed if need be, without disturbing the rest of the clientele in the club.

Occupants: None unless one or more of the Private Booths are occupied, then there will be a security guard in here, keeping an eye on things.

7. Private Booths:

An attendant takes money and hands out numbered keycards and towels at the entrance to a corridor lined with five doors. There is a concealed entrance at the back of each booth into the secret corridor, which can only be opened from the outside. A private dance costs E\$25 for 10 minutes, and E\$50 for half an hour. As with in the main strip club, touching the dancers is not allowed. Otherwise, customers are free to do whatever else they like.

Occupants: It is up to individual Keepers if any of the booths are occupied.

8. Toilets:

The NW room is for men, the SW one for women. Stalls, urinals and sinks.

Occupants: There is a 35% chance of 1d3 club patrons being in here.

9. Changing Room:

This is where the club dancers change costumes before going out on stage. There are racks of costumes and clothing, as well as a row of dressing tables with large wall mirrors behind them. Stairs lead up into the dancers living area from here.

Occupants: While the club is open there will usually be 1d3 dancers in here.

10. DJ Booth and Waiting Area:

The north end of this room is dominated by a DJ booth, which a small window hatch out into the club. The DJ has a mic from where he can talk into the club P.A. and announce upcoming dancers etc. A curtained entrance leads out onto the catwalk. Dancers also congregate in here, checking out the clientele and waiting their turn onstage.

Occupants: While the club is open there will usually be the DJ and a 35% chance of a dancer being in here.

11. Staff Room:

Crates of beer and spirits line the walls of this room. In one corner is a table and four battered fold-out chairs. On the table are some coffee mugs, playing cards and magazines.

Occupants: While the club is open there is a 50% chance of a member of the bar staff being in here on a break.

12. Basement Access:

This room has an elevator that leads up to the brothel, and down into the basement, allowing clients direct access into the brothel without having to go via the strip club entrance. There is also a flight of stairs down into the basement.

Occupants: None.

13. Storeroom:

Crates of beer and spirits, bar snacks, non-perishable food, water etc fill this room. There is a sliding door into (12). Deliveries are brought up via the elevator to the basement car park.

Occupants: None.

14. Loading Bay:

This yard is open to the air. CCTV cameras watch the yard and the 4m high metal gates that lead out into the street. As well as delivery vehicles, high-paying clients use this entrance to access the club, driving into the private underground car-park.

Occupants: None.

15. Side Entrance:

This entrance provides clients who have parked in the basement with access to the strip club. Occupants: There is usually a doorman here when the club is open.

Abuk's Garden – Mezzanine:

16. Balcony:

A doorman stands at the staircase leading up to the balcony level. Only staff and guests of Mr Hacini are

allowed onto this level. There are tables overlooking the strip club below, and staff ready to take drink orders.

Occupants: The balcony tables are usually empty during the day and on week-nights. There may be corporate execs taking clients out at weekends. There is always at least one doorman at the staircase.

17. Mr Hacini's Table:

Tariq Hacini and his hangers on can usually be found here at weekends. Hacini will be holding court, surrounded by the pick of the club's girls, a couple of other Trust employees, and one or two local drug dealers and general low-lives. There will also be Hacini's personal bodyguard, Nadia. See Keepers Information 8 for more details about how Hacini will deal with the Investigators.

Occupants: See above for details.

18. The Lounge:

This is a private lounge for the club girls. There are comfy seats, television etc. The door is usually locked from the outside.

Occupants: None.

19. Security Control:

A suite of high-resolution monitors display CCTV footage from various club locations including the main and side entrance (1 & 15), reception (2, 23 & 35), strip club (3), Storeroom (13), loading bay (14), balcony (16), lounge bar (24), underground car-park (32).

Occupants: There is usually at least one member of staff in here when the club is open.

20. Outer Office:

This is where the club paperwork gets done. There are two desks with computer terminals, potted plants, wall charts, printer etc.

Occupants: During the day a couple of low-paid admin assistants type up reports, make phone calls and file data here. At night it is usually empty.

21. Hacini's Office:

The door to this room is locked, and only Hacini knows the four-digit keypad combination. This is from where Tariq Hacini runs his little empire. The décor is stylish, all retro wood panelling and genuine leather. There is art on the walls (male and female nude photography, bordering on soft porn), potted exotic plants, a glass table surrounded by comfortable looking couches and a desk with a computer terminal.

Search: There are several possible leads in Hacini's office, should the Investigators manage to get in here.

The Computer:

Hacini keeps any sensitive data on his PDA, which never leaves his side, or in an encrypted partition on this computer. He uses the computer terminal on his desk mainly for 'legitimate' business dealings: stock ordering, building maintenance, public accounts etc. It is password protected, but a Computer Security check will allow an Investigator to bypass this. This success will also reveal the existence of the encrypted partition, but as stated later in The Investigation 9, a Critical Computer Security

check will be needed to access the encrypted data. Refer to that section of the adventure for more details concerning hacking into the club's computer network and what can be found.

The Hidden Safe:

Behind one of the wooden wall panels is a concealed safe with an electronic lock. If the combination is not known (only Hacini knows it), an Electronics Security check will be needed to open it. Inside is:

- 4x bundles of local currency (Moroccan Dirams: 4x 25,000)
- 2x bundles Federal currency (E\$: 2x 5,000)
- A sealed plastic box containing a data crystal that holds files on a selection of girls from the club – holographs, personal information etc. These are intended for the human-trader Ezekiel Walawi to look through on his next visit.
- A loaded HK49 Pistol
- 2x spare magazines
- A metal case containing a small injector-gun (pneumatic-based) plus 3x ampoules of Betathanatine.

The Desk Drawer:

This is locked, and a Devisé check is required to open it (or the application of brute force). It contains some papers, amongst which is several cuttings following the case involving the El-Khattabi corpse.

22. Private Room:

Hacini uses this room for 'auditioning' new dancers, or just for sleep if he is working long hours. The door to the room is locked, and only Hacini knows the key combination. The room is Spartan, with a mirrored ceiling and floor covered in animal skin rugs. The only furniture is the low Japanese style bed with black silk sheets, a sunken tiled area containing a Jacuzzi, and a fitted wardrobe in the far wall.

Search: The wardrobe contains all manner of expensive clothing, both male and female. Next to the bed is an entertainment hub, and behind a concealed panel in the wall there is a digital CCTV camera. There is nothing else of interest in here.

Abuk's Garden – First Floor

23. Reception:

The guest elevators from the main reception downstairs (2) arrive here. There is a small desk behind which sits Jada, the receptionist with crimson-hair and dressed in a revealing silver number. Her apparent job is to greet clients as they arrive, help them to choose an escort, or direct them through to the Lounge Bar (24). In fact she is also a member of club security and in charge of security in the brothel. Jada has a laptop at reception that allows her to conduct searches based on client request, matching them to their 'ideal escort'. Jada is not an escort, and cannot be hired for such services.

Occupants: Jada.

24. Lounge Bar:

The members lounge bar is designed to have an old colonial feel, with dark wood wall panelling, leather chairs arranged around low tables, subdued lighting and waiter service.

Occupants: Usually quite quiet during the day. There will be one member of bar staff, and 1d3 patrons. In the evenings and weekends there will be 2d6 patrons.

25. Staff Room:

Private room where staff can take a break from bar/waiter duty. There are several comfy chairs, a TV portal, a table with chairs arranged around it and some basic kitchen facilities for making snacks for the staff or guests.

Occupants: Keepers can feel free to put a member of staff on a break in here.

26. Toilets:

Simply that. Washrooms and toilets.

Occupants: Keepers can feel free to put a club patron in here.

27. Corridor:

Wide carpeted corridors, with soft-pornographic art on the walls.

Occupants: There is a 40% chance of finding a member of the club security staff patrolling these corridors.

28. Guest Rooms:

Also referred to as Private Entertainment Suites, the club guest rooms are where the club escorts take paying clients. Each room is relatively well appointed in a colonial style with double bed, lounge area and ensuite bathroom. Room rental is charged by the hour and based on hiring the time of one girl. It costs E\$50 per hour.

Occupants: There are 16 guest rooms. It is up to individual Keepers as to how many are occupied and by whom. The rooms are locked when in use, the client being given an electronic key.

29. Utility Room:

Marked staff only. The room has stacks of unused furniture and unused plastic palletes. This is where any Investigators will be taken to be interrogated if captured. There is a table and chairs in here, and several handy concrete posts for tying a troublesome Investigator to. The door can be locked and bolted from the outside, and the only window opens out onto the loading bay, and is barred.

Occupants: None.

30. Common Room:

Common room for the women working who work at the club. There is a media hub, chairs, table, small kitchen area...

Occupants: 25% chance to find someone in here, off-duty. Women disturbed by Investigators in here may inadvertently raise the alarm. They want freedom but at the same time fear Hacini and his goons.

31. Staff Accommodation:

Small cell like rooms, one for each of the women who work at the club as strippers and escorts. Each contains a small bed, table and chair, wardrobe.

Occupants: There are sixteen such rooms, and there is a 15% chance that each is occupied. Women disturbed by Investigators in their rooms may inadvertently raise the alarm. They want freedom but at the same time fear Hacini and his goons.

Abuk's Garden – Basement

32. Underground Car Park:

Plain concrete underground chamber with room for up to a dozen cars, while still having room for delivery trucks to unload stock. Access to the car park is via the Loading Bay (14).

Occupants: None, though there may be a few cars parked in here.

33. Store Room:

Locked store room, containing building maintenance type supplies – toilet rolls, light bulbs. In a locker there are also several sets of work-overalls and utility tool belts. Each has a name tag and photo-ID card.

Occupants: None.

34. Store Room:

This store room contains drinks and food for the main club bar. A freight lift and set of stairs lead up into the club. Guests wishing to avoid the main club can take the freight lift directly up to the first floor.

Occupants: None.

35. Reception:

This is the reception area for guests arriving via the private car park. As in (2) there is a bored looking receptionist sat here behind a desk. To the right of the reception desk are double doors, which lead up to the Side Door (15).

Occupants: Receptionist and one member of the club security staff.

THE INVESTIGATION 9

Detective Work

This Keeper cannot predict whether your players will follow Sacred Mark's advice and choose a subtle approach to investigating the Abuk's Garden lead, or whether they will go in and ask Hacini and his goons outright about the El Khattabi corpse. Taking the direct approach will more than likely land the Investigators in trouble. Hacini and his thugs don't take lightly to strangers poking their noses where they don't belong. I have listed outcomes of some possible approaches the Investigators may take to gain information:

1. Asking Around The Club

Paying a visit to Abuk's Garden as a punter, and asking subtle questions once in the club is the most obvious way to get some information. Reactions to this approach are given below:

The Girls:

Attempting to ask girls questions while they are dancing is nigh on impossible. A good route is to ask for private dance and then ask the girl some questions once in a private booth. Becoming a member will allow an Investigator to hire an 'escort' and ask her some questions in the privacy of a guest room. An example encounter with an escort is given in The Investigation 10. Unfortunately for the Investigators, all rooms and booths are covertly watched from the security room (19). Hacini is not one to pass up any opportunity for blackmail. If any suspicious activity or conversations are overheard, the Investigator may be detained and questioned.

The Bar Staff:

Asking bar staff in the main club will not reveal any information of use unless the Investigator shows a picture of the Jane Doe and makes a successful Fast Talk check. This will prompt a staff member to recognise the girl as looking like 'Amber' – a girl who worked at the club who disappeared a couple of months ago. The bar staff will not know where Amber went or what her real name was, but will say girls come and go all the time, and maybe one of the other dancers will know something.

Fellow Patrons:

Asking fellow patrons will be a lost cause. They will mostly not want to be disturbed, and may ask for security if hassled.

Doormen:

Asking doormen questions will only alert Hacini to the Investigators presence. This is a sure way to get into trouble. Any doorman asked will alert Ash, who will immediately inform Hacini. See Keepers Information 8 for details on how Hacini reacts if he finds out about the Investigators.

Hacini:

Asking to see Tariq Hacini is a sure way to get into trouble. See Keepers Information 8 for details on how Hacini reacts if he finds out about the Investigators.

2. Becoming a Member

Membership of Abuk's Garden is easy enough to obtain. All an Investigator has to do is hand over a credit card and some personal details.

Membership for 1 year costs E\$10, and gives an Investigator access to the Members Lounge (24) and Private Entertainment Rooms (28) upstairs. This will give the Investigator a chance of perhaps questioning one of the club's girls in the privacy of one of the Private Entertainment Rooms.

3. Hacking In

Accessing the club computers wirelessly will prove impossible. The network is archaic by modern standards, and relies on an old fashioned hard-wired system. An Investigator will have to manually plug into a network terminal onsite. This can be achieved in the offices on the Ground Floor (4) or Mezzanine Level (20-21), the Security Room (19) or even at one of the Reception computers (2 or 35).

Hacking into the network will take 10-15 minutes and will require a Computer Security check. Depending on the success level it will result in the following:

Fumble:

The Investigator trips a security program on the network, alerting the Security Room (19) and Hacini via his PDA. How this plays out is up to individual Keepers.

Failure:

The Investigator cannot bypass the network security to gain any useful information. A kind Keeper will allow them a second try at -25% in 24 hours.

Normal Success:

The Investigator gains access to all unencrypted areas of the network. This will include basic information in the form of 'personnel files' for the girls who work at the club. This information includes their stage names, photographs and holographs plus basic physical statistics. If downloaded and analysed later (Data Analysis), the Investigators will find that one girl called 'Amber' bears an uncanny likeness to their Jane Doe. She was sold to the Hera Clinic two months ago.

Special Success:

In addition to the information gleaned from the Normal Success, the Investigator will also find some expanded information about the girls who work at the club, including their real names and origins. This will enable the Investigator to put a real name to Amber - Avril Chapelle - and reveal that she arrived 10 months ago, purchased from someone referred to as 'Leon'. They will also get a name in association with the Hera Clinic information - Mr Walawi.

Critical Success:

The Investigator gains full access to the network, including all encrypted data partitions containing sensitive data. In addition to all the information gleaned from the Normal and Special Successes above, the Investigator will get access to enough incriminating information to prove that Abuk's Garden is involved in human trafficking. This information, if given to the local FedPol offices will allow them to shut the club down. Hacini will be arrested but will not talk for fear of reprisals from The Trust, even in prison.



THE INVESTIGATION 10

A Private Dance

This encounter assumes that one of the Investigators has either paid for a private dance or has become a member of the club and paid for time in a guest room with one of the club's girls. I am not going to go into details about what happens in such situations. We're all adults and I am sure Keepers will be able to cope with any description necessary.

The example dancer here is an Eastern European woman aged 22 who goes by the stage name Candy. Candy will recognise a photo of the Jane Doe if shown, and will remember her stage name was Amber. She has more information to reveal, but will first ask for the use of the Investigator's phone. She wants to call her family and let them know she is OK.

After a brief conversation in Czech, Candy will tell the Investigator what else she knows:

- Amber's real name was Avril Chapelle. She had worked at Abuk's Garden for 'about a year';
- Amber was taken away two months ago by Hacini's goons. She had been bought by someone;
- From overhearing conversations between Hacini and his staff, Candy discovered that Amber's buyer was someone called Ezekiel;
- Amber was taken to somewhere called 'the clinic'.

Before Candy can reveal anything more, the door will burst open. Ash and Jada, leading two more of Hacini's goons will rush in, and move quickly to subdue both the Investigator and Candy. It should be very difficult for the Investigator to fight his way out of this. They will probably be subdued and taken, unconscious, to the Utility Room (29).

KEEPERS INFORMATION 8

Getting Caught

It is up to individual Keepers as to how Hacini deals with situations involving the Investigators as they arise. For example, if Hacini is alerted to Investigators poking around his club asking awkward questions, he may just have them kicked out of his club then followed back to their hotel. Next time the Investigators are out, their belongings will be ransacked in the hotel room, though no one will know who did it. However, if Hacini feels the Investigators present an obvious danger to his business interests, he will have them detained for questioning.

Detainees will be taken to the Utility Room (29) where they will be questioned, first by Jada and Ash, later by Hacini himself, so that they can find out exactly who they are. How 'physical' the interrogation gets depends on the manner of the Investigators capture, and how cooperative they are. Typical questions include:

- Who are you?
- Who are you working for?
- Why are you here?
- Who sent you?
- Who are your accomplices?
- Why are you looking for Amber?

If Hacini feels the Investigator(s) know too much about Amber's disappearance, he may decide it is time for them to find out what happened to Amber 'the hard way' – a visit to the Hera Clinic.

INVESTIGATORS INFORMATION 11

Avril Chapelle

Like many who live outside the system in the Twilight Zones, Avril Chapelle is not in the FedPol DNA databank. A Data Analysis check and 10+1d10 hours of research will reveal that a 17 year old girl of the same age and name was reported missing by her foster parents about 18 months ago in the town of Rabat, SW of Tangiers. A missing persons report was filed by FedPol, but with so little to go on, there was little more than a cursory investigation.

The Foster Parents

Foster parents haven't seen Avril since she disappeared. They reported the disappearance to the local FedPol office, but Avril had started hanging around with local gangs, especially one guy called 'Leon'. Police did some cursory investigations, but with the amount of children and young adults who disappear in the Twilight Zone each year, didn't hold out much hope of her turning up.

Streetwise

The local gangs are involved with a North African crime syndicate known as The Trust. Investigators can find this out by asking around about Leon. A one-time two-bit hustler, Leon is now a pimp who 'finds' girls for the many nightclubs that the Trust run in the Twilight Zone. If leaned on, Leon will remember selling Avril to a club called Abuk's Garden in Tangiers.

KEEPERS INFORMATION 9

The Hera Clinic [Maps 5 - 8]

Located on private land on the Mediterranean coast of Morocco, the Hera Clinic is officially a privately funded research centre focusing on genetic engineering research for the treatment of gene-related diseases and for the purpose of improvement of breeding in plants and animals. In reality it is a front for an interstellar human-trafficking waystation run by the Trust.

Slaves in cryosleep are moved via the clinic in suborbital shuttles to orbital rendezvous with Trust-affiliated smuggling ships. These ships then smuggle their human cargoes to offworld colonies. The UEF satellite network

over Earth monitors all craft entering orbit, but trying to keep tabs on all surface launches is nigh-on impossible.

Trying to contact the clinic will be an exercise in futility for the Investigators. Contact numbers available will pass them around an automated answering system without every arriving at a human operator. The clinic does not take visitors, and there is no human presence at the gate, just an intercom system. Possible routes into the clinic are discussed in The Investigation 11 + 12.

Clinic Staff

The clinic is run by one Ezekiel Walawi, a mid-level enforcer in the Trust. See his NPC capsule for full details. All the staff at the clinic are in the employ of the Trust. In the classic Bond movie tradition, all the clinic staff wear jumpsuits and peaked caps, with name-tags. They can be broken down into distinct groups as follows:

Workers

Drawn from the local towns and villages, Workers at the clinic perform mainly manual labour tasks – loading/unloading cryopods, cleaning etc. Workers should not be considered to be loyal Trust employees; they will not betray their employers for fear of retribution against them or their families, but will not risk their own lives to defend them either. See Appendix A: Dramatis Personae for more details.

Technicians

The technicians are in charge of maintenance and monitoring of both the cryopods and cryo-storage facilities. They also serve the role of computer technicians. Technicians should be considered as loyal Trust employees, though non-combative. They will sound the alarm, but will also run away first chance they get. See Appendix A: Dramatis Personae for more details.

Security Guards

The security guards at the clinic are all loyal thugs in the employ of the Trust. They will put up quite a fight if faced with intruders, though are not suicidal. See Appendix A: Dramatis Personae for more details.

Androids

There are several Third Generation androids on site at the clinic. All are stolen corporate models. A Computer Programming check followed by a Data Analysis check will reveal they are from a batch that were lost on a trans-mars delivery by Cenargo Corp two years ago. See Appendix A: Dramatis Personae for more details.

Others

There are several other individuals at the clinic, including two members of the Y'gonolac cult from the Ecliptic Star, and possibly a shuttle pilot if the Investigators have timed their visit to the clinic to coincide with a shuttle arrival. See Appendix A: Dramatis Personae for more details.



The Hera Clinic – Location [Map 5]

The clinic itself is located on private land on a headland 30km east of Tangiers, overlooking the Mediterranean Sea. Access to the site is via a private road off the main highway which runs for 0.5km through coastal forest before arriving at the perimeter wall. This road is watched from the clinic security centre via concealed CCTV cameras.

The South Wall

The southern edge of the clinic's land is marked by a perimeter wall. Made of white stone and standing roughly 3m tall, it is topped with 1m of razor-wire. At night the walls are illuminated at regular intervals by floodlights.

Spot Hidden: Hidden underneath the razorwire and almost invisible during daylight hours is a laser trip-wire that runs along the top of the wall. It is designed to alert the security office in the clinic should the razor-wire be disturbed.

Occupants: Usually no-one.

The Cliffs

The clinic is on a small headland, surrounded on three sides by the Mediterranean Sea. Steep cliffs drop away into the sea 35m below. There are many coves along the coast, most of which have beaches at low tide. Climbing the cliffs is quite difficult, requiring a Climb check every 2m, or every 5m if climbing equipment (rope, rocket pitons etc) is used.

Occupants: None.

The Gate House

Heavy white plasteel gates block any view into the clinic grounds. There is a small CCTV camera and an intercom system with a small card-slot. The intercom links to the Security Room in the main clinic, though most visitors are handled by an AI, capable of identifying regular visitors, and referring those it is not sure off to a human operator.

Occupants: Usually no-one.

The Olive Groves

The clinic grounds south of the main buildings are dominated by olive groves, tended by robot gardeners (robot gardeners look something like Number 5 from the film *Short Circuit*, with a cherry picker arm and obviously without armament). The robot gardeners are maintained and overseen by Anwar, a Third Gen android. Anwar is not programmed for advanced interaction with humans, though will know to inform his employers should he see any suspicious characters on the clinic grounds.

Occupants: Anwar and about half a dozen robot gardeners. At night there are usually regular patrols by security goons in a small electric buggy.

The Landing Pad

This octagonal landing pad is large enough to accommodate a standard orbital shuttle. There is a small maintenance shed here (locked) which contains equipment such as emergency medkits, fire-extinguishers, tools, fuel lines, a small robot cargo truck for transporting cargo to/from the clinic etc. Olive trees line the south side of the landing pad and the road from here to the clinic.

Shuttles land at the clinic daily. If Investigators are staking the place out, they will see at least one landing/take-off per day. They rarely stay on the ground longer than it takes to load/unload. Occupants: Usually no-one, except for when a shuttle is present, when there will be the flight crew and clinic staff loading/unloading cryopods. At night there is a regular patrol by security goons in a small electric buggy.

Main Clinic Buildings

The main clinic building has a flat solar-panelled roof and only one storey above ground. All windows are polarized. The main clinic buildings are split across three maps (6-8) as follows:

- Map 6: The Hera Clinic Ground Floor.
- Map 7: The Hera Clinic Sub-Level.
- Map 8: The Villa.

Car Park

Staff car-park. There are usually at least about a half-dozen ground cars parked here. They are all owned by clinic staff. There are also usually 2-3 large buses used to transport Workers to/from the clinic.



The Hera Clinic – Ground Floor [Map 6]

The main clinic building has a flat solar-panelled roof and only one storey above ground. The walls are painted bright white, and all windows are polarized, making it impossible to see inside. There are several electric buggies parked out front, used by security staff to patrol the grounds.

Occasionally there are visits from government inspectors, during which time the clinic is disguised to look like the research institute it purports to be. Outside of these inspections, many rooms at the clinic appear disused, furniture buried beneath plastic dust sheets.

If the alarm is raised at the clinic, the guards will attempt to flush out the intruders, arming themselves as needed from the Weapons Locker (8). Walawi will be immediately informed, and as the Investigators approach the Villa, he and Schoenrock will take to the air in a sleek red suborbital. In the event of the clinic being completely compromised (your Investigators may have managed to convince local law enforcement to raid the site), hidden thermite charges can be remotely detonated by Walawi, engulfing the site in raging fires within minutes.

The Trust are perfectly happy to sacrifice their rank and file staff if it means protecting their long term interests.

1. Reception

Unless the clinic are expecting an official visit of some kind, the 20m wide reception area will look disused. Several piles of folding chairs are stacked against the

one wall, and the only light comes from behind the reception desk and from the corridor in the N wall.

Occupants: There is usually one bored looking Guard behind the reception desk. A bank of CCTV monitors shows anyone approaching from the main gate.

2. Records

The records office contains several computer terminals under plastic dust sheets.

Search: All the data on the computers is false, purely to help create the illusion that the Hera Clinic is a legitimate operation.

Occupants: None.

3. Locker Room

A small chamber containing a line of numbered lockers. The lockers contain sets of clothing inside transparent plastic bags on hangars.

Search: At first glance the lockers will just seem to contain staff clothing. Closer examination will reveal that there is much more here than just clothing: wigs, make-up, and other items used to disguise appearance. It is almost as if they were costumes.

Occupants: None.

4. Staff Room

This room looks to be in recent use. There is a table surrounded by folding chairs, an auto-chef in one corner, and a drinks dispenser.

Occupants: None. If the Investigators spend too long in here there is a 35% chance that 1d3 Workers will enter, taking a break from loading duties.

5. Offices

These offices were built and furnished purely to help create the illusion of a legitimate research clinic. All the furniture is covered in plastic dust sheets

Occupants: None.

6. Dispensary

Like the Offices (5) the Dispensary was built and furnished purely to help create the illusion of a legitimate research clinic. All the furniture is covered in plastic dust sheets

Occupants: None.

7. Security Control

The door to this room has an electronic lock, accessible only using a keycard carried by Guards and Technicians. Otherwise a normal Electronics Security success can open it. Inside are banks of computer terminals from where the security team can administer security at the site including the reception (24) and detention (25).

The security team monitor air traffic, the perimeter wall and gatehouse. There are hidden CCTV cameras on the

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approach road allowing the alarm to be raised should unexpected visitors arrive.

Occupants: There are usually two Techs and two Guards in here, rotated on 8 hour shifts.

8. Weapons Locker

This room has a locked, armoured door, requiring a keycard and 4-digit code to open. A Special Electronics success is needed to open this room without these. One of the Guards in Security Control carries the key. Inside are weapons and armour on racks:

- 6x suits of Riot Armour
- 4x suits of Personal Body Armour
- 4x Shock Rifles
- 24x power cells
- 10x Taser Pistols
- 10x Taser magazines
- 4x Shotguns
- 1x crate of shotgun ammunition (250)
- 10x Automatic Pistols
- 10x pistol magazines
- 1x crate of 10mm ammunition (500)
- 4x M25A1 Riot Guns
- 20x M25A1 shock magazines
- 10x Stun Batons
- 1x crate of Stun Grenades (24)
- 10x Medkits
- 10x Filter/Respirators
- 10x Headset comlinks (1km range)

Occupants: None.

9. Electronics Repair Shop

The door to this room has an electronic lock, accessible only using a keycard carried by Technicians. Otherwise a normal Electronics success can open it. Inside is a machine shop for performing complicated electronics repair. The walls are lined with tool-racks, and several work benches are covered in tools, electronic components and parts of electronic components. There are also two half-dismantled cryopods in the centre of the room, as well as an inert android lying on a table to one side, its innards spilling out onto the floor.

Occupants: There are usually 1d3 Techs working in here and one android tech.

10. Server Room

This room has a locked, armoured door, requiring a 4-digit code to open. Otherwise a Special Electronics success is needed. Inside the room is cool and dark, the air filled with the hum of computers. These computers contain a lot of sensitive information pertaining to the

Trust operation at the clinic. There are three terminals in here for accessing the mainframe, but a Special Computer Security check is required to circumvent the security protocols in place. A Normal success or less will seem to provide access, but will in fact alert Security Control (7) and Walawi of the intrusion. The server room can be locked down and pumped full of POT15 sleep gas from Security Control. Investigators caught up in this will wake up in one of the cells in the sub-level (25).

If an Investigator actually manages to access the mainframe, they can try to locate data about the movement of human cargo through the clinic. This will require a Data Analysis check and 30+3d10 minutes. Success will find a data file for a girl who looks remarkably like Avril Chapelle, who was bought by Ezekiel Walawi from Tariq Hacini for a client in Alexandria. The name of the client is not listed, but there is a delivery address:

*164 Mahmoudieh Canal St.
Alexandria
Egypt*

Occupants: None.

11. Corridor

Occupants: There is usually a Guard patrolling the corridors here.

12. Supply Room

This room contains spare Worker jumpsuits and various non descript janitorial supplies.

Occupants: None.

13. Treatment Room A

There are two treatment rooms at the clinic, both equipped with an ITV (interactive television) system, which allow a surgeon at a remote location to perform surgical procedures on patients at the clinic using a camera-helmet and electronic gloves. Surgical moves are mimicked at the clinic by a set of robotic arms. The doctors used by the clinic are paid well for their trouble.

Occupants: There is a patient on the table, having a Locator Device surgically implanted before being put back into cryosleep for transport offworld. A Tech assists the surgeon, and a Guard stands to one side, ready in case the patient wakes up unexpectedly.

14. Recovery Room A

The cryosleep capsule for the patient in (13) is in here, open and ready to receive its occupant soon as the surgery is complete.

Occupants: None.

15. Treatment Room B

Same as Room A (13), but the ITV system is currently offline, and the room is dark and empty.

Occupants: None.

16. Recovery Room B

Empty and dark. There are several medkits in the wall storage units here.

Occupants: None.

17. Airlock

The airlock has an armoured window that looks into the dimly lit Cryo-Vault (18). Along one wall are cold weather suits, and a storage locker contains emergency medical equipment and a diagnostic compad.

Occupants: None.

18. Cryo Vault

The temperature in this vast dimly-lit chamber is close to freezing. The room is filled to capacity with rows and rows of cryopods, LED readouts winking green and red in the low-lighting. Power cables snake and coil between the pods.

Search: In total there are close to 60 cryopods in here, each containing a naked young man or young woman in cryosleep. They are identified only by serial number. These are all slaves, frozen ready for transport offworld.

Occupants: There is a 15% chance of a Tech being encountered in here, performing some diagnostic work on one of the cryopods.

19. Loading Bay

The loading bay is connected directly to the main clinic building by a set of double doors that can be locked from the inside. There is a large HGV parked in here, and there are crates stacked in the SW corner.

Search: The crates all contain cryonic supplies for running cryopods.

Occupants: If during daylight hours, there will be up to 4x Workers in here, unloading supplies from the back of the HGV. The HGV driver will be sat to one side, drinking coffee and reading.

20. Staff Kitchen & Refectory

The staff annexe is separate from the main clinic building, but built to the same design. The kitchen and refectory contains drinks dispensers and an autochef. There are tables and chairs plus trays of plastic eating utensils.

Occupants: There is a 25% chance of 1d3 Workers being in here on a break.

21. Common Room

Large chamber. The W end near the entrance contains comfy chairs and a TV. Round the other side there is an area for staff to get some sleep on break time. Folding beds are stacked in one corner, and shelves contain bedding.

Occupants: None.

22. Lockers

The locker room here is used by clinic staff to store their personal effects while working shifts. There are rows of lockers, all locked. A normal Devise roll is needed to pick these locks. Keepers can put spare uniforms and any personal belongings in here they like.

Occupants: There will be a Guard chatting up a female Tech in here, both about to finish their shift.

23. Bathroom

Cubicles, showers etc.

Occupants: None.

The Hera Clinic – Sub-Level [Map 7]

The sub-level is dingy and has a run-down appearance when compared to the ground floor. Water drips from somewhere overhead, creating small puddles on the tiled floors, while overhead lighting flickers.

24. Reception

Two lifts and stairwell up to ground floor. There is a locked door in the N wall. A 4-digit keycode is required to open this door, or an Electronics Security check.

Search: There is a concealed door in the W wall. A tile flips open revealing a keypad. A 4-digit keycode is required to open this door, or an Electronics Security check.

Occupants: None, though the room is watched via CCTV from the Security Control room (7).

25. Detention

Suite of four identical holding cells. Each has an electronic lock on the outside. A 4-digit keycode is required to open this door, or a Special Electronics Security check.

Occupants: If any of the Investigators were brought to the clinic as prisoners, this is where they will be taken. The rooms are empty, with plain rockcrete walls and floor. A fisheye CCTV camera is hidden in the ceiling, allowing Security Control a view of the entirety of each cell.

26. Interrogation Suite

A suite of rooms used for the interrogation of prisoners. It has not seen use in some time.

West Room:

The floors are stained with dried blood, and there are two dirty metal-framed couches with built in restraints. There are also a set of chains hanging from the ceiling. A set of shelves on one wall contains a perverse array of medical and torture implements.

East Room:

The floors are stained with dried blood, and there are two dentist-chair style seats with built in restraints. The

NEW HORIZON, campaign pack MB2.2

chair has a high-tech looking helmet resting on it, with wires running to a set of machines along one wall that look like some kind of medical monitoring computers. There appears to be a control station there too.

The device is a VR Suite, used to perform virtual torture on prisoners. The helmet has a set of self-guiding medichines that are injected into the base of the neck. Programs can then be loaded to allow the controller to make the prisoner believe that harm has been done to him/her, when in fact it is all in their head.

Occupants: None.



The Villa [Map 8]

Following the same architectural design as the main clinic buildings, this is Ezekiel Walawi's home away from home (i.e. his quarters when he has to spend time at the clinic). Below the Villa is a small beach accessible only from the sea, or by a stairwell from the villa above. All windows in the villa are made from polarized glass. The house has a Gamma Level AI running as a 'Building Manager', which can 'see' visitors approaching and inform the house owner.

There will be five people in the Villa when the Investigators arrive at the clinic. They are: Ezekiel Walawi, his Lt Horatio Ubik, Kurt Schoenrock and Clinton McConnell – the two cultists from Tangiers who failed to gain access to the city morgue, and a female prostitute. The prostitute will be in Walawi's bedroom.

If the alarm is raised, Walawi and Schoenrock will attempt to get to one of the suborbitals and make their escape, leaving Ubik and McConnell to confront the Investigators, and the prostitute to fend for herself. McConnell will immediately run out the back of the house and try to get down the stairs to the beach (he has been here before and knows about the power-boat). Ubik will open fire on the first Investigator to enter whichever room you as the Keeper wish to place him in. McConnell will fire his pistol from the balcony, and if shot himself will fall over the edge into the sea and drown.

If possible, Walawi and Schoenrock should be allowed to make it to one of the suborbitals and get airborne. It is up to individual Keepers how to achieve this. If you allow them to escape, and the Investigators decide to pursue in the remaining skycar, an exciting airborne chase will ensue – see The Investigation 13: The Skycar Chase for details.

Parked Suborbitals

Out the front of the Villa are parked two suborbital skycars, one red, one blue. Both are top of the range performance models, with Gamma Level AI (the software is called 'My Co-Pilot') installed. Both are also locked and have code-activated ignition. A Devise or Electronics Security check will be needed to break into one without setting off the alarm, and a Computer or Electronics Security check will allow one to be hotwired.

Reception Area

The front door is locked, and an Electronics Security check will be required to break in. A Special success will be required to avoid the Building Manager software alerting anyone inside.

Kitchen

An open plan kitchen, with all mod-cons. The fridge is well stocked with food and beer. There are plenty of things to us as improvised weapons.

Dining Room

Expensive looking dining furniture (table and 8x chairs) in here.

Lounge

Large sliding doors open out onto a wood-decked patio and balcony which overlook the sea. There is comfortable and expensive looking seating, a TVP (Television Portal) in one corner, glass table, mini-bar. African art hangs on the walls, and there is a tiger skin rug on the floor.

Search: There is a safe in the floor underneath the rug. An Electronics Security check is needed to open it in lieu of the 6 digit combination. Inside are:

- E\$10,000 in bundles of E\$500. Walawi uses this ready cash to pay off local officials as needed. It could help the Investigators get onto the Ecliptic Star later in the adventure;
- An ornate looking dagger (x5 value);
- A bottle containing 2d10 Green Meanies – hallucinogenic drugs illegal on Earth;
- Fake ID;
- Body Pistol and 3x magazines;
- TVP.

Master Bedroom

Large double bed covered in black silk sheets. A Katana hangs over the bed. A wardrobe contains expensive looking clothing.

Search: A concealed panel in the back of the wardrobe hides a cache of weapons:

- Auto Pistol and 3x magazines
- Shotgun and bandoleer of 50 shells

- SMG and 5x magazines
- 2x HE grenades
- Dagger

Bathroom

Bath, toilet, sink and power shower. Lots of expensive toiletries, bathrobes, towels etc.

Guest Room

A double bed with black silk sheets. Wardrobe containing bedclothes and swimwear of varying sizes.

Patio and Balcony

There is a Jacuzzi out on the patio, as well as sun loungers and tables. There is also a set of stairs that lead down the cliffs for 35m to a private beach. There is a small 2-man power boat at the bottom of the stairs.

THE INVESTIGATION 11

Guests of the Hera Clinic

This section details what happens if one or more of the Investigators end up being taken to the clinic as prisoners from Abuk's Garden.

Sedated before the leave Tangiers, when they wake up they will be airborne, in the back of a suborbital skycar which is flying up the coast to the clinic at an altitude of 30m. There will be at least two crew – use stats for the security goons from the strip club, or if it seems fitting perhaps Jada is with the crew. The Investigators will be bound, though it is obvious from the way no-one is in the back keeping an eye on them that they have woken up sooner than their captors intended.

It is up to individual Keepers as to whether the Investigator(s) have opportunity to escape here. If there is no opportunity for escape before they arrive at the clinic, or if an escape attempt fails, they may very well end up imprisoned at the clinic, hoping for rescue before being put into cryosleep and being sold into a life of slavery.

If the Investigators do manage to escape, they have a choice – fight for control of the skycar or jump out – they are over the sea after all. A Jump check will be required to avoid taking too much damage from a 30m fall into the sea.

Capturing and interrogating the goons in the aerospace car will get the following information:

- The Hera Clinic is run by Ezekiel Walawi.
- Walawi is a slave-runner.

Only by either interrogating Walawi, Ubik or one of the cultists, or by hacking into the mainframe at the clinic will the Investigators be able to learn what happened to Amber AKA Avril Chapelle: Bought by Walawi for an undisclosed client in Alexandria.

THE INVESTIGATION 12

Breaking Into The Clinic

This section details what happens if some if not all of the Investigators managed to get information about the clinic from Abuk's Garden without getting caught. This Keeper cannot second-guess every method that your players may come up with to break into the clinic. That said, here are a few possibilities:

Breaking and Entering

An obvious approach that your Investigators may opt for is breaking and entering under cover of darkness. This will be difficult, as climbing over the south wall without tripping the alarm will be very difficult. Climbing the cliffs from the sea is another possibility.

Direct Assault

If your players are feeling a big gung-ho then this is another possibility. The gates at the clinic are reinforced and armoured, capable of surviving an impact from a speeding car or small arms fire. If Walawi believes that the battle is getting out of hand he will flee and remotely detonate the hidden thermite charges, destroying the site, and probably your Investigators.

In Disguise

Subterfuge is the best approach. Perhaps the Investigators can stake out the site for a few days watching for patterns in shift changes or deliveries. They will be able to glean the following:

1. Workers tend to work 12 hour shifts. 4 days on 4 days off. They come from small communities along the coast between the clinic and Tangiers and are picked up by bus each day.
2. Workers and the bus drivers are the only staff who leave site on the ground.
3. Techs and Guards are taken on/off site by suborbital skycar, or by shuttle.
4. Once a week a HGV turns up carrying cryo-coolant from Tangiers.

How the Investigators use this information is down to them.

THE INVESTIGATION 13

The Skycar Chase

Whatever happens, if the Investigators head for the Villa to confront Walawi, he will flee the Hera Clinic with Schoenrock in a sleek red suborbital. There is at least one other suborbital parked at the clinic – a nice blue one. If the Investigators decide to pursue, a chase will ensue...

Walawi will fly his red skycar up the coast back towards Tangiers. Unless the Investigators try any dangerous manoeuvres, at most ask for a few Pilot Aerospace checks to keep up with the red skycar as Walawi attempts to shake their pursuit. Once on the outskirts of the city, Walawi's car will begin to fall erratically out of the sky before making a bumpy landing in a large open square. Before the Investigators can land, a figure will leap from the skycar and dart into the gathering crowds.

Inside the red skycar the Investigators will find Walawi has been stabbed several times and is obviously dying. Schoenrock and he argued and they fought. If searched, there is a data crystal in one of his pockets, that contains a great deal of encrypted information about the dealings of the Hera Clinic. A Special Computer Security check is required to decrypt it. A Data Analysis check and 1d6 hours will find a data file for a girl who looks remarkably like Avril Chapelle, who was bought by Ezekiel Walawi from Tariq Hacini for a client in Alexandria. The name of the client is not listed, but there is a delivery address:

*164 Mahmoudieh Canal St.
Alexandria
Egypt*

Allow a Spot Hidden check to see if the Investigators can see Schoenrock before he disappears into a stairwell up to a nearby skytrain platform. The skytrain is a high-speed maglev train system that threads along the coast of North Africa from Dakar in the west all the way to Cairo in the east. If the Investigators continue the pursuit, they will see that two maglev trains are currently stopped at the platform – they will have to physically go up onto the platform to try and find out which direction he is headed.

This section of the adventure is only loosely detailed. Schoenrock could be going in either direction, but he is armed and will take passengers hostage if he feels his life is threatened. He should not be taken alive by the Investigators. Perhaps a traffic cop will shoot him, perhaps he falls from the train – his exact death is up to you.

It is hoped by the end of this section, the Investigators will have found out that Avril Chapelle, their Jane Doe, was sold to an address in Alexandria...



INVESTIGATORS INFORMATION 12

Alexandria

Outside of South Africa, the city of Alexandria possesses the largest spaceport on the African continent. It is also the main spaceport of – and gateway to – the Islamic Holy Republic. A dirty, overcrowded city where all foreign nationals are restricted to the spaceport district of the city, nicknamed the 'Infidel Quarter'. Leaving this zone requires application for a visa issued by the local immigration office. All holders of a valid UEF passport with no outstanding criminal convictions are entitled to a 48 hour visa, which can be extended at the discretion of local officials. They are obviously open to bribery.

KEEPERS INFORMATION 10

164 Mahmoudieh Canal Street

[Map 9]

The address in Alexandria is located on the northern waterfront of the Mahmoudieh Canal. The Mahmoudieh Canal is a 72 km sub-canal from the Nile River which starts at the Nile-port of Mahmoudia and goes through Alexandria to the Mediterranean Sea. It was built to supply Alexandria with food and fresh water from the Nile.

Part of a terrace, the address is a large town house that opens directly onto the street. The back of the house looks down directly onto the canal, where there is a landing pad large enough to accommodate a small orbital shuttle, and below this a small dock for riverboats. There is no way to get to the dock or landing pad except via the house or by boat.

Providing the Investigators don't take too long in arriving in Alexandria, there will still be three cultists here. Their names are Goran Kovac, Lance Schwantes and Gerardo Riss. There are also two members of the shuttle crew, two hired thugs, a couple of call-girls and two prisoners (three if you count the one already onboard the shuttle) - destined to become sacrifices for the cult. See encounter locations for more details.

Goran Kovacs is in charge of the safe house. When the Investigators arrive, he will be boarding the shuttle, arguing with Lance Schwantes over his phone, telling Schwantes to get the third cultist, Gerardo Riss, sober and ready to leave. The next sacrifice will already have been loaded onto the shuttle, doped up on Betathanatine. No matter what the Investigators do the shuttle will take off before they can reach it.

Ground Floor

1. Entrance Hall:

The doors onto the street are always kept locked. Any attempt to force these doors will immediately alert the occupants of the house. Attempting to pick the lock requires an Electronics Security check. Failure will raise the alarm on the alarm control panels distributed

throughout the house. The entrance hall has a rear aspect window overlooking the garden (8), recessed storage cupboard, door intercom controls, alarm control panel and marble tiled floor.

Occupants: None.

2. The Empty Garage:

The house has two private garages, both opened via electronic remote control. Any attempt to force the garage doors will alert the occupants of the house. Attempting to pick the lock requires an Electronics Security check.

Failure will raise the alarm on the alarm control panels distributed throughout the house. There is a door from here into the Entrance Hall (2) that is normally kept locked.

Search: There are cupboards along one wall filled with mechanical tools and spare parts for a ground car.

Occupants: None.

3. Occupied Garage:

Identical to (2), but this garage is occupied by a sleek black suborbital skycar. It belongs to Gerardo Riss, and is a top of the range performance model, with Gamma Level AI (the software is called 'My Co-Pilot') installed. It is locked and has code-activated ignition. A Devise or Electronics Security check will be needed to break in without setting off the alarm, and a Computer or Electronics Security check will allow it to be hotwired.

Occupants: None.

4. Kitchen:

The kitchen is all stainless steel and black marble, with black floorboards. The fridge and cupboards are well stocked with food and drinks.

Occupants: One of the hired thugs is in here, watching the wall mounted LCD television. If the alarm has not been raised, he will have his back to the door and be surprised. There is an alarm control panel on the wall that will alert him if the Investigators make a mess of breaking in.

5. Dining Room:

The dining room leads directly into the kitchen. There is a dining area, contemporary design chandeliers, recessed low voltage halogen spotlights, black wooden floor. There is also an external door here out onto the landing pad (6).

Occupants: None.

6. Landing Pad:

Octagonal landing pad 15m across, capable of accommodating a small orbital shuttle. Stairs from here lead down to the Canal Dock (7). When the Investigators first arrive, there will be a OT442 Mamba class orbital shuttle here, prepped and ready for takeoff.

Occupants: Goran Kovacs is here, with one of the shuttle crew. The crewman is having a smoke on the stairs while Kovacs paces around talking animatedly into his phone. The other crewman is already onboard as is the cargo - Sofia May, the new Living Word of Y'gonolac.

If Kurt Schoenrock managed to escape, he will also be on board the shuttle.

As soon as the alarm is raised Kovacs will board the shuttle and order it to take off, leaving the other crew member marooned on the landing pad. If any of the Investigators are present to see the shuttle before it disappears into the sky, they may have a chance to see that the craft was emblazoned with the Ecliptic Star logo. If the abandoned crewman is captured, he will be wearing the staff uniform of the Ecliptic Star Resort.

Basement

7. Canal Dock:

Below the landing pad there is a flat concrete dock designed for mooring boats. A flight of stone steps leads up to the Landing Pad (6).

There is also a locked door into the Gym/Office (9). Attempting to pick the lock requires an Electronics Security check. Failure will raise the alarm on the alarm control panels distributed throughout the house.

Occupants: None.

8. Garden:

Glass enclosed garden filled with tropical and exotic plant life. A wall-mounted thermostat keeps the temperature in here hot and humid. Sliding patio doors open out onto the Canal Dock.

Occupants: None.

9. Gym/Office:

Used mainly for storage, this basement room has a reinforced glass door into the garden, a desk with house control panel, wall mounted LCD screen and a recessed storage cupboard housing a state of the art entertainment system.

Occupants: The second hired thug is usually here, keeping guard on the prisoners in the dungeon (11). The LCD screen can display CCTV footage from the Dungeon (11), the Preparation Room (12) and the Canal Dock (7). He is usually watching television, but keeps his gun close by.

10. Cinema Room:

This room contains an air conditioned home cinema, complete with a 4m wide cinema screen, integrated sound and wireless control system. The projection unit has a stack of films next to it, most of which are horror or graphic pornography.

Occupants: None.

11. The Dungeon:

The door into this room is kept locked, and it can only be opened using a 4-digit code. An Electronics Security check is required to bypass this system (or enough firepower to defeat the door lock 6AP/15HP). Inside is a dark room with four locked doors in the far wall.

Search: The row of locked doors require an Electronics Security check to open each. They open into dark, claustrophobic cells, containing only a hard bed and a toilet. A locked storage locker to one side has a stunstick and 1d6+1 Shock Collars (devices placed about the

neck of criminals, that deliver electric shocks via a wireless remote control. The voltage can be altered using the remote).

Occupants: Two of the four cells are occupied by prisoners of the Bannerman Chapter – humans bought from Ezekiel Walawi and his associates for use in foul rituals. They are both female, in their late teens or early twenties, dressed in loose fitting white robes, with a metal collar about their necks. Their bodies are in the process of being tattooed with glyphs of power from the Revelations of Gla'aki. When discovered both the girls will be in a drugged stupor, doped on Betathanatine. See Investigators Information 12 for more details about Betathanatine and its effects.

12. The Preparation Room:

This room is dedicated to preparing prisoners for their ultimate fate as sacrificial victims of the Bannerman Chapter. A dentists style chair has a spider like apparatus hanging over it from the ceiling - this is a robot tattooist which is programmed from a control station off to one side.

Occupants: None.

First Floor

13. Landing:

Lit from a skylight overhead, or via recessed low voltage halogen spotlights.

Listen: Music and voices can be heard coming from one of the bedrooms (14).

Occupants: None.

14. Bedroom #1:

This bedroom is chaotic. Empty bottles of champagne, clothing and drug paraphernalia are scattered about the floor and large double bed, while the wall mounted TVP plays loud music videos.

Occupants: Gerardo Riss is on the bed with two partially naked call girls, high on a cocktail of drink and designer drugs. If the Investigators burst in armed, the girls will scream, and Riss will fumble for the pistol on the bedside table. He is incapable of aiming or firing it with any degree of skill. The call-girls will begin collecting their things and attempt to leave, phoning their pimp if the Investigators detain them.

Search: There are numerous places to search in this room, broken down as follows:

The Bedside Table:

There is a loaded Body Pistol on the bedside table, as well as a half empty bottle of expensive champagne, 2d6 ampoules of Betathanatine and an injector gun (pneumatic-based), and a large quantity of cannabis.

The Bed:

On the bed, in amongst the fast food containers and scattered clothing is Riss' wallet, and an envelope containing his details for returning to the Ecliptic Star. He apparently has an executive account at the resort, which comes with a permanent docking space. The wallet also

contains keys to the skycar parked in (3) and E\$500 in cash.

The Walk-In Wardrobe:

Expensive clothes hang in the walk-in wardrobe. At the request of Riss the call-girls have brought the tools of their trade – a variety of costumes and sex toys – which are in here. There is also a set of Personal Body Armour.

15. Ensuite Shower Room:

The remains of a crate of expensive champagne sit in the shower (1d3+1 full bottles remaining).

Occupants: None.

16. Bedroom #2:

Identical to (14) except that this room appears to have been kept in order. This was Lance Schwantes room, but he has packed and is ready to depart for the Ecliptic Star by the time the Investigators arrive.

Search: There is a packed and locked suitcase on the bed. If opened (Devise to pick lock) it contains all Schwantes travel items – toiletries, books, casual travel clothes, smart clothes. There is nothing incriminating or interesting here.

Occupants: None.

17. Ensuite Bath Room:

Limestone and chrome fitted bathroom. Double-ended bath, toilet and sink. Very swanky.

Occupants: None.

18. Reception Room:

The open plan reception room takes up the entire top floor of the house. There is a large skylight with electric remote controlled blinds, patio doors to the roof terrace, fireplace with granite surround and remote control fire, built-in bar with granite top and recessed sink, fridge, comfy leather seating, wall mounted TVP.

Search: There is a shotgun under the bar. At the back of the fridge there is a concealed safe. A Devise or Electronics Security check is required to open the safe, which contains a stack of fake IDs, ready for use by the cultists. Fake identities include: Jamie Baranowski, Christian Mends, Lance Elliston, Hugh Lightford, Javier Mccoll, Fernando Alcazar, Max Wallick. All the IDs need someone with Computer Security and the right equipment to add relevant details to the computer records contained on each ID card.

Occupants: Lance Schwantes is in here, pacing out arguing animatedly with Goran Kovac on his mobile phone. As soon as he is alerted to the presence of the Investigators he will arm himself, alert the hired thugs and try to get to the shuttle. If abandoned by Kovac he will try to escape, even jumping from the patio (19) into the canal if need be – he is a very strong swimmer.

19. Roof Terrace:

Decked with hot tub, built-in barbecue with granite worktop, remote control retractable awnings, part glass floor.

Occupants: None.

THE INVESTIGATION 15

What Gerardo Riss Knows

Witnessing Y'gononac's worse excesses has driven Riss to madness, and to compensate he has withdrawn into a world of drink and drugs. Unwilling to return to the Ecliptic Star, Riss will panic if he thinks the Investigators plan on taking him there. If handled gently, he is a source of useful information, but his insanity will mean that his answers will always be cryptic.

If asked about what is going on at the Ecliptic Star, Riss will have the following to say:

I am guilty of terrible things. We are all guilty. We all have to share the burden of guilt. But there is a limit. We all have a limit. Bannerman went too far – the sacrifice is prepared. She will be given to Him soon. The ritual will be completed, and the door will be opened.

If asked about 'Him':

I dare not utter his name, for fear he hears. He who is spoken of in the twelfth volume.

If asked about the 'door':

Bannerman controlled the doorway to His realm last time, but now He intends opening a permanent doorway – a doorway to beyond the cosmic gulf in the subterranean night so He may return to walk among us...

If asked who Bannerman is:

Bryce Bannerman our glorious leader. Our glorious, headless leader. Ha ha ha ha. He is no longer who he seems. He saw to that though, didn't he?

If asked about numbers of cultists:

Twelve little cultists. Twelve stupid cultists. But he ate Nolan didn't he? And Aaron. We have been called back, but I can't go. You can go, but I can't.

THE INVESTIGATION 15

Up The Well

By now the Investigators should have worked out that cultist activity was responsible for the death of Avril Chapelle, someone called Bryce Bannerman is involved, and that the trail leads up to the Ecliptic Star orbital hotel. What the cultists are up to may not be clear, but it can't be any good. It never is. How the Investigators get up onto the hotel is up to them. That said, here are a few possibilities:

1. Book a Holiday

The most obvious way of gaining access to the resort. The cheapest suites at the Ecliptic Star are the one

bedroom Deluxe Suites, which start at E\$1000 per night. The resort is very popular, and a bribe may be required to secure a suite at short notice.

2. Sneak Onboard

If the Investigators have managed to obtain the executive docking pass from Gerardo Riss, they may be able to sneak onboard by pretending to be Riss returning from Alexandria. Some Fast Talk rolls and bribery may be needed to get past staff once they arrive.

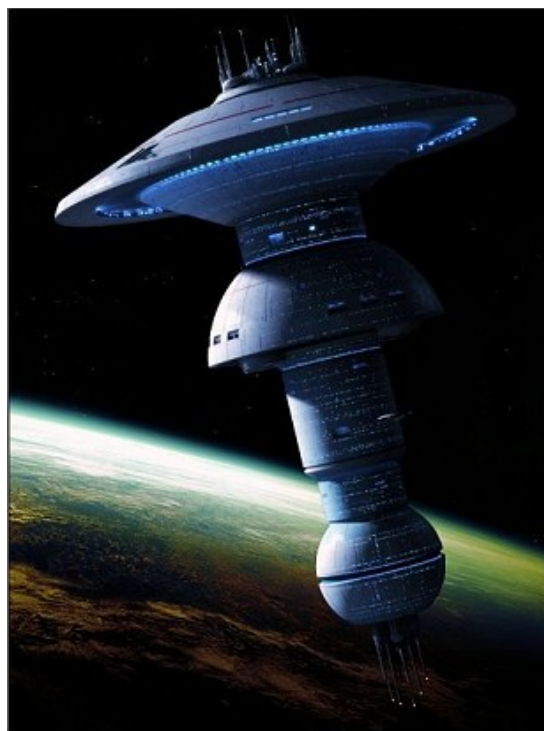
In addition supply depots are located in London, New York, Delhi and Beijing, from where supplies and staff are despatched to the resort on a daily basis. Perhaps the Investigators could find a way of sneaking onboard one of the supply runs?

3. Involve FedPol

Unless there is evidence of a Federal crime having been committed onboard, FedPol have no jurisdiction on the Ecliptic Star unless invited. In addition, FedPol are currently conducting a covert investigation of their own concerning the disappearance of Nolan Aaberg (one of the cultists killed by Y'gononac two weeks ago). They will not want to jeopardise this operation, but will inform Angélique Tessier, their undercover agent onboard Ecliptic Star, about the Investigators. FedPol have a taskforce standing by on Unity space station, waiting for the word from Agent Tessier. For more details about Angélique Tessier, see Keepers Information 12.

4. Pretend to be Staff

The Ecliptic Star prides itself on recruiting its staff from select agencies, but there is no reason why with a combination of Streetwise, Fast Talk and some bribery the Investigators could get some forged credentials.



INVESTIGATORS INFORMATION 13

Bryce Bannerman

A Data Analysis check at +25% will reveal the following information about Bryce Bannerman:

Vice President of Ecliptic Entertainment, one of the fastest growing entertainment conglomerates in the solar system, Bannerman is a self-made billionaire, making the Forbes Rich List for the past eight years running.

Eldest son of Augustus Bannerman II, famous shipping magnate and founder of Pan-Sol Shipping, A compulsive entrepreneur, Bryce Bannerman turned down a position in his father's company and subsequently made his first million by the age of 22. By the time he sold his majority stake in Ecliptic Entertainment two years ago, Bannerman was estimated to be worth in excess of E\$22 billion.

Hallidor Corp now owns Ecliptic, but Bannerman has retained a minority shareholding and a position on the board as vice-president of new projects.

Not much is known of Bannerman's private life. Unmarried, extreme sports enthusiast, collector of fine art and rare antiquities.

The first is from the Forbes Rich List 2271, the second is a news story, dated two weeks ago from Federal Network News:

Mr Entertainment Takes A Holiday

Date Posted: August 28th 2271

Ecliptic Entertainment issued a press release today announcing that vice president Bryce Bannerman had stepped down from his duties at the entertainment conglomerate to take what was described as an extended sabbatical.

The cited reason for this unexpected announcement was that it had always been Bannerman's intention to step back from the day to day affairs of running Ecliptic Entertainment and take a career break after selling his majority stake in the company to Hallidor Corporation two years ago.

Bannerman's immediate intentions are unknown, though rumours are rife that he intends leaving Earth on board his private yacht the Aurora Snow, which our sources have confirmed is currently docked at the luxury orbital holiday resort Ecliptic Star. Bannerman himself was unavailable for comment. Shares in Ecliptic Entertainment took a dip in the wake of the announcement, but have stabilised at E\$22.14.

INVESTIGATORS INFORMATION 14

The Ecliptic Star Orbital Resort

The following information can be obtained from the Ecliptic Entertainment website (see Investigators Handout #6):

Overview:

The Ecliptic Star is a luxury orbital holiday resort owned by Ecliptic Entertainment and Paradise Hotels, both subsidiaries of Hallidor Corp. The hotel caters to the very rich – It has an exclusive clientele, and is famous for being discreet and maintaining the privacy of its clients.

At 122m high and 321m across the Ecliptic Star is the largest dedicated resort hotel orbiting earth. The resort orbits the earth once per day in Low Earth Orbit.

Ecliptic Star is an all-suite hotel, comprising 200 suites in total. Convenience, luxury and a highly personalised service including in-suite check-in are available for every guest. Our highly trained staff provide around the clock assistance to each and every visitor.

The hotel offers:

- 142 Deluxe suites (1 bedroom);
- 18 Panoramic suites (1 bedroom);
- 4 Club Suites (1 bedroom);
- 28 Two-bedroom suites;
- 6 Three-bedroom suites;
- 2 Presidential suites – though there is only usually one available – the other has been dubbed the Bannerman Suite as it has been continually occupied by Bryce Bannerman and his cronies ever since the resort opened 10 years ago.

All suites feature floor to ceiling windows, and as the hotel rotates on its own axis all offer breathtaking views of the earth. Topping all other suites are the two Presidential Suites, palatial surroundings reaching unsurpassed peaks of luxury, including a private elevator, private cinema, tropical gardens, panoramic views, private docking facilities, private kitchens and meeting rooms. The finest materials have been sourced from around the solar system, coming together in exquisitely designed and crafted interiors.

Resort Facilities

- Superior cuisine in dramatic settings – a large selection of places to dine, including the famous Skyview Restaurant;
- Atrium Lounge: Relax in our environmentally controlled tropical gardens;
- Ballroom;
- Conference suites;

- Spa and Health Club;
- Beauty and Hairdressing Salons;
- Childcare and Baby Services;
- Shopping Gallery;
- Tour and Travel Desk;
- Visit our famous Zero-G Zen Gardens at the core of the main hotel;
- Zero-G Sports Arena;
- Casino.

The Ecliptic Star operates a private courier service for its exclusive clientele, and can arrange to pick up / drop off guests anywhere on earth. Speak to your booking representative to find out more about this.

KEEPERS INFORMATION 11

The Ecliptic Star Orbital Resort [Map 10]

This section contains Keeper only information about the resort. When describing the interior of the resort, I had the Fhloston Paradise hotel from the movie The Fifth Element in my minds eye.

Staff

The majority of staff at the Ecliptic Star are human, but the resort also has a small android workforce. The rules are strict and the hours are long, but the pay is good and the guests tip an obscene amount. All staff are required to wear a locator device and ID tag at all times. Staff are not allowed to liaise with guests when off-duty.

The android workforce consists mostly of Entertainment Models, but there is also a small team of corporate models programmed for specialist tasks like EVA repairs. There are rumours that Ecliptic Entertainment has seeded the human workforce with android spies, to keep an eye on things, to make sure guest privacy is maintained.

Emergency Procedures

The Ecliptic Star has a standard honeycomb design, compartmentalising as many sections as possible. This construction method means that if necessary entire sections of the resort can be sealed off with armoured bulkheads, providing the best defence against both fire and sudden decompression.

All windows and viewports on the resort are constructed of hyper-strengthened armoured glass, and have duralloy shutters that can be lowered either manually or automatically in the event of an explosive decompression.

Emergency equipment such as Rescue Balls, Vacc Suits and medical equipment are stored at regular intervals throughout the resort. The resort is also equipped with a

fleet of 50 Type 377 Emergency Escape Vehicles around the Main Concourse, each capable of holding 70 people.

Floorplans

I have not provided detailed floor plans for the Ecliptic Star. The only maps included beyond a general overview of the resort are of a typical 1- bedroom suite of the type the Investigators might rent, and of the Presidential Suite currently occupied by the cultists. You should be able to describe the rest of the orbital hotel to your players using the information below:

1. The Docking Ring and Main Concourse:

This section runs around the entire resort at its widest point, and is split onto two levels. The lower level is the Docking Ring – a series of internal hangars for accommodating smaller shuttles and suborbital craft, and external docking arms for larger spacecraft. Above this is the Main Concourse, where bars, restaurants and nightclubs all share stunning views out the Observation Ring – huge floor to ceiling windows looking out into space. The Main Concourse is usually crowded with holidaymakers.

2. Docking Arms:

The resort's private fleet of shuttle craft all dock in internal hangars, but larger interplanetary craft can dock at the resort using one of the docking arms. There is usually at least one craft docked at one of these.

3. Lower Decks:

The lower decks include staff quarters, kitchens, supply storage, medical infirmary, laundries and maintenance. Guests rarely venture down here. All staff must wear an ID badge.

4. Power Plant:

The resort's power plant. Primary power is provided by a Tokomak A-59 fusion reactor that can generate a peak output of 3.6 Terawatts. The fusion process is fuelled by Helium 3. Fuel is consumed at .25 mg per second per litre. Auxiliary power is provided by a cluster of four magneto-hydrodynamic turbines, each unit capable of generating 20 megawatts.

5. Orbital Engines:

The Ecliptic Star employs low power ion engines for orbital manoeuvring, with a set of fusion backups for emergencies.

6. Main Resort:

The geodesic dome covering the top of the Ecliptic Star contains the main resort, including all the guest suites, zero-g gardens, zero-g sports arena, health spa, casino etc. Numerous elevators and stairwells provide access to the top level and the Main Concourse.

7. Top Level:

The top level of the resort contains both Presidential Suites, the Skyview restaurant, Atrium Lounge and Ballroom. Access to the Presidential Suites is restricted as they have private elevators which are guarded by Hotel Security. These elevators are double-sided, and allow access into the Atrium Lounge.

8. Private Docking Gantries:

The Presidential Suites have private docking gantries allowing arrival and departure without passing through the Docking Ring or Main Concourse.

9. Command and Control:

The command hub for the resort. From here the Resort Management Team administer the day to day tasks involved in running an orbital holiday resort. There are stations for space traffic control, technical, medical, staff-guest liaison, security, communications etc. the Resort Manager is essentially the station commander. FedPol have a liaison officer stationed here, but the resort has its own private security force.

INVESTIGATORS INFORMATION 15

Standard Ecliptic Star Deluxe Suite [Map 11]

There are 142 Deluxe 1 bedroom suites onboard the Ecliptic Star. Each suite has air conditioning and environmental controls. A brief description of each room in the suite follows:

1. Corridor

The corridors on the deluxe suite levels runs in a circle around the hotel, with doors to suites at regular intervals, and a large central lounge area with access to upper/lower levels. An electronic keycard for the room is issued to guests at check-in.

2. Reception Room

This room has comfortable seating, coffee table, wall mounted TV Portal

3. Lounge

Spacious room, with a large observation window in one wall. There is a TV Portal here, mini-bar, comfortable seating, breakfast/dining area etc.

4. Study

A room set aside for work. There is a computer terminal on a desk, office equipment etc.

5. Bathroom

Bathroom with separate bath and shower facilities.

6. Walk in wardrobe:

Exactly what it sounds like. Also contains personal safe.

7. Bedroom:

Large double bed.

KEEPERS INFORMATION 12

A Potential Ally

If you think your Investigators are going to need some help either pointing them in the right direction once onboard the Ecliptic Star, or as backup in case things hit the fan big-style later, then introduce them to Angélique Tessier.

Angélique Tessier is the undercover FedPol officer conducting a covert investigation concerning the disappearance of Nolan Aaberg. Aaberg is one of the cultists killed by Y'gononac two weeks ago, and was being investigated in an unrelated drugs trafficking case prior to his disappearance. This is Tessier's first undercover assignment, and she really wants to make a good impression on her superiors. Her cover story is that she is a new member of the hotel security team. Tessier could be an important ally for the Investigators. She has hit a dead end in her enquiries, and needs to get into Bannerman's Presidential Suite to try and find more evidence.

Tessier will either approach the Investigators prior to them visiting the Presidential Suite, or will turn up once events are in motion as backup should things go wrong. FedPol have a taskforce standing by on Unity space station, waiting for the word from Agent Tessier. They can turn up, cavalry style, should you need them to. See Appendix A for Tessier's stats.



KEEPERS INFORMATION 13

Access All Areas

Unless the Investigators have some kind of incontrovertible evidence that proves Bryce Bannerman's complicity in a criminal act, Ecliptic Star security will not order a security team into his suite. Thierry Koblentz, head of security at the resort, is a loyal employee and this is the company vice president after all, not just some average guest! Bannerman also gave strict orders two weeks ago that he was not to be disturbed under any circumstances. The most Koblentz will do if an Investigator makes a compelling argument (or perhaps a Special Fast Talk check) is to contact Bannerman via vidphone to confirm for the Investigators that all is as it should be. What Koblentz will not know is that he is in fact talking to Bannerman's Beta Level AI simulation.

In absence of any criminal evidence, Koblentz will order his security teams into the Bannerman Suite if there are reports of gunfire, or if the suite depressurises. In the latter scenario, his team will then be in spacesuits and backed up by a medical team. The teams will have trouble gaining access, as either emergency bulkheads will have closed, or Saporito will have overridden the resort controls and locked all entrances into the suite.

The main elevator that provides access to both Presidential Suites is always guarded by resort security. Bribery will not work here, but perhaps a Fast Talk check will, if the Investigators have a good reason to be let in.

The maintenance access door to the suite is locked from the inside. Normally, maintenance staff must be 'buzzed in' or else the door lock can be overridden from Control Deck of the hotel. If Investigators are sneaky and stealthy enough, they can find their way to this door and perhaps (Devise or Electronics Security) can gain entry.

However the Investigators decide to gain access, events will finally converge in a confrontation at the Bannerman Suite onboard the Ecliptic Star...

KEEPERS INFORMATION 14

The Bannerman Suite [Map 12]

This particular Presidential Suite has been occupied by Bryce Bannerman and his cronies since the resort opened ten years ago. Private construction work allowed Bannerman to include several secret rooms not featured on the original blueprints. The only external access to these suites are as follows:

- From the Main Concourse and Docking Ring, the Presidential Suites are accessed via a private elevator. An electronic keycard is required to operate this elevator. The elevators to the Presidential Suites are always guarded by hotel security.
- The private elevators open on two sides, providing direct access via private corridor from

the bottom floor of the suite into the Atrium Lounge on the hotel's top floor. Access to this corridor is always guarded by hotel security.

- Both Presidential Suites have a private docking gantry, where guests usually dock private spacecraft.
- There is a Maintenance Stairwell that leads up to both presidential suites. See (4) for more details.

Where Is Everyone?

When the Investigators arrive, most of the remaining cultists will be on Level 2, preparing for the Ritual of Abek-Sul amongst other things. Kelvin Semper and several android staff members will be the only people downstairs. As soon as Semper is aware of the arrival of the Investigators, he will hide in the Gardens (12) and prepare to engage them.

Saporito will lock the entrances to the suite, and will activate Bannerman's Beta Level AI to stall/mislead the Investigators. The latter may make for some good atmospherics, as Bannerman's disembodied voice filters through the air from a hidden P.A. system.

Take your time to read the following encounter locations thoroughly, and the NPC statistics too so that you know the actions, character traits and starting location of each of the remaining cultists.

1. Private Elevator

The Level 1 Elevator connects to the docking ring level below, and is 'double-sided' – it opens both into the suite and into the private corridor that leads to the Atrium Lounge. The elevator has been programmed to stop at Level 1 only. A Special Computer/Electronics Security check will be needed to override this command, a task which will also take 20+1d20 minutes.

Occupants: None, unless the Investigators are in there. ;-)

2. Reception Room

10m across, with an exquisitely tiled floor, expensive looking comfortable chairs, low tables etc. This is where visitors wait until Bannerman is ready to receive them.

Occupants: April, a female entertainment model android is assigned the duty of greeting guests here. Her usual orders are to greet everyone cordially, offer to take coats and such, then ask names so that she can relay the information to Bannerman wherever he is. Saporito now receives this information instead. If the Investigators give April a name, this will trigger her communication with Saporito. April will not try to physically stop anyone who tries to continue into the suite.

3. Cloakroom

The cloakroom is only used when Bannerman is having parties. There are three racks of coat hangers, all empty.

Occupants: None.

4. Maintenance Access

This room has a spiral staircase that leads down through the numerous floors of guest-rooms to the Main Concourse, where it arrives in a resort maintenance room. The maintenance room is usually occupied by at least 1d3 resort techs, and there are lockers containing tech jumpsuits, toolkits and other equipment. The staircase is a direct link to all the various floors. There are emergency bulkheads at every level. The actual maintenance room at the Bannerman Suite contains several boxes of replacement electrical components. The door into the suite is locked, and requires a keycard issued to techs. Otherwise an Electronics Security check will be needed.

Occupants: There is a small (10%) chance of meeting techs on the staircase between floors, but the access room at the Bannerman Suite will be empty.

5. Guest Washroom

The guest bathroom is expensively done out in marble and polished brass. There is a row of sinks with mirrors and posh toiletries, and 4 enclosed toilet stalls, each with a simple lock on the inside of the door.

Occupants: None.

6. Kitchen:

This kitchen is all stainless steel and black marble, with black floorboards. The fridge and cupboards are well stocked with food and drinks. It is used by hotel staff to prepare food for private parties, but is also used by guests themselves.

Occupants: None.

7. Conference Room

Purpose-built conference facility designed for lectures, meetings and press conferences, accommodating a maximum of 80 people in an unfixed theatre-style seating arrangement. State-of-the-art audio visual facilities are remote controlled by infra red and may be operated by the presenter from the lectern. There are a range of whiteboards, flipcharts, slide facilities, plus a holographic projector.

Occupants: None.

8. Gym and Sports Arena

The gym is filled with state of the art sports and fitness equipment. All of this is currently under plastic sheets and does not appear to have been used in some time. There is a hydrostatic shower block at the far end, as well as a sauna room.

Occupants: None.

9. The Terrace

This area looks out over the Gardens (12), and is dominated by the overhead curve of geodesic dome. There are comfortable looking chairs arranged around small tables, designed for relaxing and enjoying the view. Two sets of wide transparent steps lead up on

either side, out of site onto Level 2, where there is a balcony overlooking the Terrace and Gardens. A 2m wide walkway leads around the Gardens.

Occupants: None, but Kelvin Semper will see anyone entering this area from his hiding place in the Gardens (12).

10. Bar Lounge

Large open plan bar and lounge, that opens out into the terrace and gardens. There are more comfortable looking chairs arranged around tables here. On the far wall is a long bar constructed of brushed metal and glass, behind which are rows of expensive drinks of all sizes and shapes. Lounge music filters quietly from a hidden PA. Holographic ceiling tiles display blue skies.

Search: Most types of alcohol can be found behind the bar here. There are several fridges containing expensive champagne.

Occupants: Brooke, the barmaid stands behind the bar ready to serve. She is a standard entertainment model android. She has limited programming, and cannot be interrogated as to Bannerman's whereabouts or such. If asked questions like this she will simply smile her perfect smile and ask if there is anything she can do for the Investigators, before going into a routine listing available beverages.

11. Guest Rooms

There are four guest rooms, arranged two either side of the Gardens. Each has a double bed, storage space, ensuite bathroom facilities, media facilities (private comlink, TVP etc) etc. Each is currently in use by one of the cultists, but only Randolph Pazmino's room is currently occupied. In no particular order:

Kelvin Semper's Room:

Semper occupied this room after Saporito moved himself upstairs into Bannerman's bedroom. The room is Spartan, tidy and well ordered. There are several metal cases stacked in the centre of the room. They are painted olive drab in classic military style, and stencilled with barcodes and serial numbers. If a crate is empty, it will say so. They are as follows:

- M42 Gauss Rifle (empty);
- M56 Smart Gun (empty);
- Myrmidon Systems Stealth Assault Suit (empty);
- M29 Tactical Assault Rifle;
- Combat Shotgun;
- 10mm ammunition (500 rounds);
- Shotgun ammunition (100 shells);
- 20mm ammunition (half empty – 125 left);

Search: There are lots of stylish suits in the wardrobe.

Marco Mainville's Room:

This room is untidy, with clothes scattered about in a haphazard fashion as if someone dressed hurriedly.

NEW HORIZON, campaign pack MB2.2

Search: There is a safe in the wardrobe. If it can be opened (Devise or Electronics Security) it will be found to contain the following:

- An automatic pistol with 5 full magazines;
- E\$1200 in cash;
- Several ampoules of Betathanatine with an injector gun (pneumatic-based);
- A Compad loaded with pornographic holomovies;

Randolph Pazmino's Room:

Tidy and well-ordered. A smart suit is laid out on the bed ready to be worn.

Occupants: Tiffany, an entertainment model android is tied to a chair in the ensuite bathroom. She has not been damaged, and will ask pleasantly if Mr Pazmino is returning, or if she should free herself and return to the storeroom.

Preston Limerick's Room:

This room is a mess. The sheets on the bed have been slashed to ribbons and foam and feathers are scattered about. The walls and floor are smeared in blood, forming occult and religious symbols; crosses, ankhs, voorish signs. Anything that is a ward against evil.

Search: There is a vacc suit in the wardrobe, with air tanks for 8 hours.

12. The Gardens

A sunken area 20m across, filled with exotic flora from all corners of earth and beyond, from the colonies. Hydroponics systems keep the plants continually fed and watered, and the sound of running water can be heard. In the centre of all this verdant foliage is a triangular shaped pool, which has a control panel allowing it to be heated, cooled or agitated Jacuzzi-style.

Occupants: Kelvin Semper is crouching in the gardens, dressed in his Stealth Assault Suit, armed to the teeth just waiting for someone to shoot. He will open fire with complete disregard for the fact that he is on a space station, and a shot in the wrong direction could cause an explosive decompression. He will let several Investigators enter the terrace area before opening fire with his Gauss Rifle. Once he has been spotted, he will swap to his Smart Gun.

13. Dining Terrace

At the opposite side of the gardens from the terrace is a flat area dominated by a huge circular oak dining table with 13 chairs arranged around it.

Occupants: None.

14. The Observation Windows

This section of the resort's geodesic dome is fitted with vast hexagonal windows of armoured glass, allowing a breathtaking view of earth and the night sky. As with all external windows on the Ecliptic Star, the windows are constructed from hyper-strengthened armoured glass,

and have duralloy shutters that can be lowered either manually or automatically in the event of an explosive decompression.

Spot Hidden: Only a Special Spot Hidden check will reveal the winking yellow lights of the demolition charges that have been attached to the geodesic dome windows at strategic locations by Kelvin Semper on the orders of Tomas Saporito. See 'Demolition Man' below for more details.

Search: If the Investigators spend more time searching here then a normal Search check will spot the explosives.

Occupants: N/A.

Demolition Man:

There are six demolition charges attached to the observation windows, and are positioned so that four of them will require someone to climb up the inside of the dome to disarm them. A Demolitions check is required to disarm each one.

If at least four of the charges are allowed to detonate, they will cause an explosive decompression, which will destroy the Bannerman Suite and blow everything not nailed down out into space. A DEXx5% check is needed to grab hold of something, and a STRx5% is needed to keep hold each MR. Eventually all the air will vent from the Bannerman Suite, and anyone still present will start to suffer the effects of exposure to hard vacuum. This exposure causes 1HP damage and -1 CON per round exposed.

Emergency bulkheads will seal anyone still alive inside the suite, but the automatic shutters have been tampered with, and need lowering manually. There is a control box at either end of the observation windows. Only one needs activating to lower the shutters. The shutters can also be lowered from Bannerman's computer in his Private Study (25) but a Computer Security check will be required to circumvent Saporito's security lockouts.

Emergency teams will arrive at the suite within minutes, though will be unable to open the bulkheads, and may have to EVA inside.

Saporito carries a 'dead mans switch' which he intends using to arm and detonate the explosives.

15. Ante-Chamber

This is part of the hidden temple. It is essentially the room containing the wide marble steps from the Entrance Chamber (26) above. A wide oval shaped door leads into the Inner Sanctum (16).

Occupants: None.

16. Inner Sanctum

This is the main temple room that Bannerman had built in his suite to conduct his nefarious activities. See

NEW HORIZON, campaign pack MB2.2

Keepers Information 15: Blue Harvest for more information on this chamber.

Occupants: See later.

17. Storage Cupboard

This contains cleaning utensils, toilet paper etc. Only a Critical Search check will find the secret door from the Inner Sanctum. Unfortunately it is one-way, and can only be opened from within.

Occupants: None.

18. Reception Area

Similar to the Level 1 reception room, but this room is empty except for a stack of plastic crates against the wall, blocking access to the elevator (1).

Search: The crates contain items like: vacc suits, coolant, food and drink...

Occupants: When the Investigators arrive at the suite, Randolph Pazmino will be here, making final preparations for his and Tomas Saporito's escape on board the yacht Aurora Snow. He is in a vacc suit, sans helmet, attempting to suit up an unconscious hotel chambermaid into another vacc suit. They intend taking her with them for 'entertainment purposes'.

As soon as all hell breaks loose in the Private Study (25) Pazmino will get into the lift and head up to the docking gantry (24), dragging the unconscious hotel chambermaid behind him. His stupidity will slow his escape and may give the Investigators time to catch him later.

19. Private Lounge

Large open plan lounge decorated in an art-deco style. Animal skin rugs lie on polished floors while expensive antique furniture sits side by side with state of the art technology (holo-projector in centre of room for example).

Occupants: None.

20. Master Bedroom

The master bedroom has a balcony that looks out over the gardens below, and into space via the observation windows. There is a large double bed with black silk sheets, walk-in wardrobe containing many very expensive clothes, and an ensuite bathroom. A Mute Screen (see info box below) can be activated to filter out noise from below if required.



MKC Active Noise Cancellation System:

The low-tech, or passive, way to cancel noise is simply to wear closed-back, circumaural (around the ear) headphones. These shield your ears by sealing them off from the outside world. Active noise cancellation, on the other hand, is far more complicated and involves some serious science.

Tiny sensors detect ambient noise as it approaches the screen. Then the noise-cancellation circuitry, inverts the captured signal, turning the noise's sound wave upside down, thereby eliminating most of the pollution.

Occupants: None.

21. Private Dining Room

Dark cedar dining table with 6 chair arranged around it. There is a holographic screen on one wall that can be programmed to display various scenes e.g. woodland, fields.

Occupants: None.

22. Private Kitchen

Same as the kitchen downstairs, except this was Bannerman's private kitchen. It has a breakfast table and chairs.

Spot Hidden: The largest of the kitchen knives is missing.

Occupants: None.

23. Private Cinema

This room contains an air conditioned cinema, complete with a 4m wide cinema screen, integrated sound, wireless control system and chairs to seat 30 people. The projection unit has a stack of films next to it, most of which are horror or graphic pornography. The cinema is currently showing footage of some of the earlier depraved exploits of the Bannerman Chapter on a loop.

Occupants: Preston Limerik is in here, alone, watching the films. He is naked from the waist up, and has been self-mutilating, so that his torso is covered in bloody occult and religious symbolism. If he sees the Investigators he will gibber manically and attack them wielding a large kitchen knife.

24. Airlock and Docking Gantry Elevator

The lift shaft here extends for 50m up out of the space station up the docking gantry until it reaches the docking platform where Bannerman's private yacht the Aurora Snow is docked. There is a service ladder too. In the event of a decompression in the shaft, a bulkhead will close at the base, sealing the shaft from the station. There are racks containing emergency vacc suits, medical kits, grapple guns and respirator masks here.

NEW HORIZON, campaign pack MB2.2

Occupants: The docking gantry may become the scene of the final showdown between the Investigators and Tomas Saporito.

25. Private Study

Bryce Bannerman's private study is designed to look and feel like a classic university professor's study. A battered leather chair sits behind a wide wooden desk. There are bookshelves along two of the walls, and an old wing backed chair sits next to an antique armillary that shows the planets of the Sol system and their moons. One wall has a holographic screen which displays a scene from earth – a university quadrant, with fake sunlight streaming into the room. The effect is quite realistic.

Listen: Allow Investigators approaching this room a Listen check. Success indicates they can hear raised voices.

Occupants: When the Investigators arrive in this room, Tomas Saporito and Goran Kovac will be engaged in a Mexican Stand-off. Kovac emerged from the secret door behind the bookshelves to find Saporito emptying the safe of money. Kovac is pointing an SMG at Saporito, demanding he replace the money. Saporito is shouting about none of it matters, and they should cut and run. He is waving a gadget of some kind around that looks a bit like a computer joystick. It is gripped firmly in his left hand. This is his dead man's switch which controls the demolition charges on the Observation Windows (14).

As soon as Saporito becomes aware of the Investigators presence he will arm the demolition charges and calmly inform everyone of its purpose. It is up to individual Keepers how this scene plays out. Perhaps the Investigators can somehow subdue Saporito before he lets go of the switch, but it is unlikely. Perhaps Kovac will call his bluff, firing a burst from his SMG into Saporito. Read the section entitled Demolition Man for details about what happens in the event of an explosive decompression. Anything not secured will be sucked out along with the air, which will create a storm of paper in the study. Kovac will attempt to head back through the secret door and seal it shut.

The Desk:

Unless sucked out into space, the desk is covered with bits and pieces – business papers, a computer terminal, there is an antique astrolabe being used as a paperweight. The computer terminal is connected to a hidden server containing Bannerman's Beta Level AI. The emergency shutters can be operated from Bannerman's computer terminal, but a Computer Security check will be required to circumvent Saporito's security lockouts.

The Safe:

Saporito will have opened the safe by the time the Investigators arrive. It is hidden behind a fake copy of the Complete Works of Shakespeare, and normally requires a 4-digit code to open, or a successful Electronics Security check. The safe contains some unimportant business documents, a bag of 10+1d20 uncut diamonds (Herculis Diamonds, illegal on Earth) and an intricately carved wooden box containing a 10cm high silver ankh. This is the Prinn's Crux Ansata.

Prinn's Crux Ansata:

An intricately carved wooden box contains a 10cm high silver ankh. Underneath the ankh is a folded piece of paper with a simple four-line verse spelled out phonetically printed upon it.



Bryce Bannerman knew that summoning a being such as Y'golonac was fraught with danger, and so he prepared for the worse by creating this item: Prinn's Crux Ansata is an ankh of pure silver, imbued with the power to banish temporarily beings from other dimensions (at least that is until they are summoned by some other fool). Unfortunately for Bannerman, he never got to use it.

Prinn's Chant must be intoned for 3MR whilst wielding the ankh, and a number of Magic Points determined by the holder must be expended that will be used in a Resistance Roll vs. the creature to be banished. Every other person joining in on the chant can add an additional 1d3MP to the pool. After 3MR, the MP pool is matched against that of the creature.

If they fail to dispel the thing, it attacks the ankh-wielder first before turning its attention to others present.

The Bookshelves:

The study has a comprehensive library on subjects such as ancient history, erotica, the occult, religion, media, the arts, anatomy, biology, gynecology. Hidden amongst all the books is a secret door leading into the hidden part of the suite.

The Secret Door:

The door is open when the Investigators arrive. If Kovac has the chance to close it, then a Search check will be required to find the switch that opens it. It leads into the Secret Repose (26).

26. The Secret Repose

When the Ecliptic Star was built, Bannerman always intended keeping one of the Presidential Suites for himself. This was his Inner Sanctum, a place where he and his fellow cultists could indulge in their perverse rituals. In classic style, it is hidden behind a bookcase in the Private Study (25).

The Secret Repose, like all the secret chambers, is decorated in smooth black polished metals and plastics. The best way to describe it is Giger-esque. It contains a long oval shaped table surrounded by thirteen high

backed chairs carved to look as if they have been made from human bones (like the classic Giger furniture). On pegs along one wall hang black robes and horrific leering masks (x5). Along another wall are several glass exhibition cases. A set of wide black marbled steps lead down into the Inner Sanctum. See Keepers Information 15: Blue Harvest for more details on the Inner Sanctum.

Search: The exhibition cases display a wide range of torture implements and items of sexual perversion from throughout history, including several wickedly serrated knives. The two main items of interest though are as follows:

The Lemarchand Box:

This is the item that Bryce Bannerman used to summon Y'gonolac two weeks ago. It appears as an antique black lacquered cube, stylistically patterned in gold, and appears to have archaic symbols etched on its surface, and styled after ancient Chinese puzzle boxes, of unparalleled workmanship. See Investigators Information 16 for more details. There is a label on the exhibit that read simply Mock of the Infidel.

Revelations of Gla'aki, Volume 12[1]:

Hermetically sealed in a plexi-glass page-cover, this is a single fragmented page from the forbidden and generally unavailable 12th volume of the Revelations of Gla'aki. If translated the page reads as follows:

Beyond a gulf in the subterranean night a passage leads to a wall of massive bricks, and beyond the wall rises Y'gonolac to be served by the tattered eyeless figures of the dark. Long has he slept beyond the wall, and those which crawl over the bricks scuttle across his body never knowing it to be Y'gonolac; but when his name is spoken or read he comes forth to be worshipped or to feed and take on the shape and soul of those he feeds upon. For those who read of evil and search for its form within their minds call forth evil, and so may Y'gonolac return to walk among men...

Occupants: Goran Kovac may have escaped into here from the Private Study (25).

27. Airlock and Elevator

At the top of the 50m docking gantry is a small chamber that serves as an airlock. There is emergency equipment (vacc suits, medical kits etc) attached to the walls, as well as a comlink.

Occupants: None initially, though Pazmino may make it to here.

28. Docking Umbilical

There is a 10m docking umbilical connecting the docking gantry to the yacht currently moored here.

Occupants: None initially, though Pazmino may make it to here.

29. The Aurora Snow

This is the name of Bryce Bannerman's luxury interplanetary yacht. It is a modified Richter Dynamics

Star-Runner 2300. A sleek dagger shaped craft 30m in length, the Star-Runner 2300 requires a crew of two, but ideally runs with the addition of a flight engineer. The two human crewmembers are usually paid to be available any time Bannerman feels like using the yacht, while the one android crewmember is onboard at all times. Saporito has given the human crew the night off, and has already used his Imprint Program to create a user account for Yarrington, the android crewmember.

Yarrington is a male corporate model android and is more than capable of flying the yacht solo to Bannerman's private estate on Mars. There is a pre-programmed flight plan to Mars already programmed in. This is where Saporito intends fleeing to.

Occupants: Yarrington the android.

KEEPERS INFORMATION 15

Blue Harvest

This section of the adventure details the Inner Sanctum (16) and what events occur once the Investigators arrive there.

Like the rest of the secret chambers, the Inner Sanctum is only dimly-illuminated, decorated in smooth black polished metals and plastics. The best way to describe it is Giger-esque. It is 10m long and 5m wide, with two rows of pillars carved to resemble melted wax candles. In the centre of the room is a large sunken bath, filled with piping hot water. At the far end of the room from the entrance there is a raised dais upon which is a throne, carved to look as if it have been made from human bones (like a more ornate version of the classic Giger furniture). I have broken the room down into important encounter locations:

a: The Unconscious Prisoner

Chained between two pillars here is a naked and unconscious prisoner. One of the missing members of Ecliptic Star staff. She is more fortunate than some of her predecessors in that she is still alive. A First Aid check is required to wake her up, at which point she will start screaming.

b: Bannerman/Y'gonolac

When the Investigators enter, Y'gonolac will be in his Bannerman form, indulging in an obscene act with another prisoner, who is chained up between two pillars in front of him. See his NPC statistics for full details. His main speech (if given chance) will be as follows:

"Unexpected guests. How positively delicious. Are you new disciples? Explorers, in the furthest reaches of experience?"

If attacked by the Investigators, he will morph into his true form (SAN check) and lumber towards them. If the Investigators are well armed, he may summon the Children of Y'gonolac, 2d3 of whom will appear from shadows all around.

For dramatic effect Y'gonolac also has the ability to transpose his avatar into another body if necessary. This may be either Mainville, the Living Word, or even one of the prisoners.

c: Marco Mainville

Mainville mutters continually to himself, rocking back and forth holding the sacrificial knife, ready to kill Sofia May at a word from his master. If he is distracted by the Investigators, he will utter a scream of primal rage and attack them, shouting:

"Sacrilege! The Ritual of Abek-Sul must be completed! You must not interfere!"

Note: If they managed to survive, Schwantes and Schoenrock will be present next to Mainville to support him during the ritual.

d: The Living Word of Y'gonolac

Sofia May is sat on the throne, in a trance, reciting the words of power from the Revelations of Gla'aki that make up the Ritual of Abek-Sul. As she utters the arcane word, the tattoos on her naked flesh seem to writhe in the low light. She must be knocked unconscious or Y'gonolac's avatar must be destroyed to stop her reciting the ritual.

Note: It is up to individual Keepers whether Sofia manages to complete the incantation. At this point she must be devoured by Y'gonolac, and then the ritual will be complete. See Keepers Information 16 for more details about the ritual.

KEEPERS INFORMATION 16

The Ritual of Abek Sul

This ritual, when performed by a Living Word of Y'gonolac, opens a gateway to that region of the Dreamlands inhabited by the Great Old One Y'gonolac. It costs 3 Permanent POW, 12 Magic Points and 1d20 SAN.

If not contained within the proper magical wards, the gateway's influence will expand, doubling in size every 10 minutes. Anyone caught inside this Zone Of Corruption must make a POWx1% check or lose 1d10MP and 1 POW and be turned into a depraved psychopath, committing all manner of nasty, sickly acts upon those around him/her. If allowed to expand unchecked, Earth could very well be plunged into Sodom and Gomorrah.

Power gained from the ritual (the spread of corruption drains POW/MP's from the victims) is split, part going to Y'gonolac, and the rest going to maintain the spell/effect. Once Y'gonolac has absorbed 1000MPs he can make a POWx1% check to break his bonds and move into our universe. If he fails this check, he can try for every additional 500MPs absorbed. Once he's free, his very presence causes insanity and depravation.

INVESTIGATORS INFORMATION 16

The Lemarchand Box

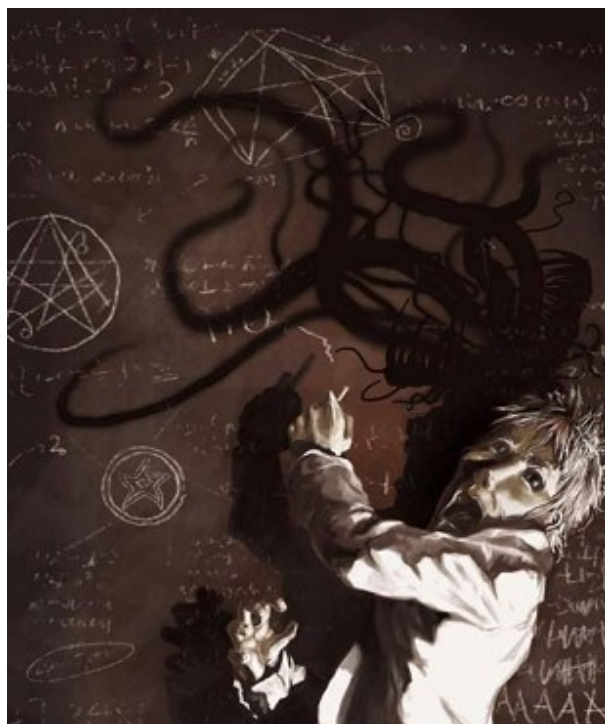
Also known as the Mock of The Infidel, this item is a mystical/mechanical device that acts as a door (or a key to a door) to another dimension or plane of existence. The solution of the puzzle creates a "Schism" or open pathway to another realm through which beings may travel in either direction. The inhabitants of these other realms may seem demonic to humans.

This box is one of several created by Philippe Lemarchand, a maker of puzzles, toys and mechanical singing birds from 18th century France, famous for his intricate mechanical designs. The puzzle box in question was commissioned from Lemarchand by the Duc de l'Isle in 1784 (and is perhaps only the first of several such commissions).

Its complexity was managed by expanding on the design of a similar box designed and constructed by Albertus Magnus in the thirteenth century. When operated properly, a pleasing melody issues from within which belies its true nature.

References to its uniquely elegant configuration designs can be found in Pepin's Guide to Signs and Sigils (New-Dawn Publications, 1996), Bolinger's Encyclopaedia of the Occult (Pinol Press, 1946), and the news article Children of the Vortex (Pentacle, 1971).

The puzzle draws the player onward until suddenly the puzzle is solved and the gateway is opened. As the puzzle is nearly completed, the sound of a large bell can be heard tolling mournfully. The sound comes from the realm of Y'gonolac, and announces his impending arrival. Once the gate is opened, the box begins reassembling itself.



KEEPERS INFORMATION 17

Loose Ends

It is hoped that the Investigators succeed in either banishing Y'gonolac using Prinn's Crux Ansata, or destroying his current avatar through use of force (or even managing to get him sucked out into space) and prevent him finding another suitable host.

If the Investigators have FedPol agent Angélique Tessier with them, they will be debriefed by FedPol will be in the clear regarding suspicion of involvement in the Bannerman Chapter.

There is enough criminal evidence in the Bannerman Suite to send any surviving cultists to prison for a very long time (possession of illegal firearms, possession of controlled drugs, kidnapping, rape, torture – the list is a lengthy one).

In the ensuing press storm surrounding the disappearance/death of Bryce Bannerman and several other high level businessmen, the owners of Ecliptic Entertainment may attempt to make a deal with the Investigators – perhaps offering free holidays for their silence. It is up to the players what they do in this regard. If news of their involvement gets out, quite a few news stations will want a piece of the action.

The Sutton Institute will be very pleased with the outcome if the Investigators manage to uncover and defeat a coven of Y'gonolac worshippers. As promised they will pay all reasonable expenses, and provide legal services if needed.

Rewards

Give the Investigators a SAN reward of 2d6.

THE END.

ACKNOWLEDGEMENTS:

My fellow posters at Yog-Sothoth.com for advice on falling bodies...

Numerous sci-fi books and films for inspiration for the various locations, including The Fifth Element, Bladerunner, Minority Report...

A recent trip to North Africa on holiday provided an excellent opportunity for some first-hand research on the locations in the adventure.

The Lemarchand Box is taken from the horror stories by Clive Barker, and works based on his original stories. The best known of these boxes is the Lament Configuration which features prominently throughout the Hellraiser movie series.

APPENDIX A: NPC CHARACTERISTICS

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter.

DOCTOR ADNAN ALEEF

Forensic Pathologist. Moroccan aged 53.

The first time the Investigators meet Dr Adnan Aleef will be in Tangiers, where he will greet them at the airport, wearing his trademark crumpled white suit. Aleef is a forensic pathologist who lives and works in the city of Tangiers in North Africa. He has been an associate of the Sutton Institute for almost five years, and his knowledge in the fields of anatomic and clinical pathology has been of use to the Institute on several occasions in the past.

STR:	10	Move:	3
CON:	13	HP:	24
SIZ:	11	Dex SR:	3
INT:	16	DB:	+0
POW:	13	SAN:	68
DEX:	13		
APP:	11		
BRA:	10		



ATTACKS:	ROF	A%	PV	DAM
Pistol Glock 22	3	30	+0	1d10+1
Knife	1	30	+0	1d4+2
Punch	1	45	+0	1d3

Armour:

None.

Notes:

Doctor Aleef will not want to get into combat if he can help it. He will feature heavily during the Tangiers section of the adventure, but will not accompany the Investigators up to the Ecliptic Star, unless you as a Keeper feel it necessary.

Skills:

Dodge 25; Bargain 40; Fast Talk 35; Leader 30; Administration: 60; Computer Operation 45; Data Analysis 70; First Aid 70; Surgery 40; Vacc Suit 10; Spot Hidden 40; Listen: 45; Hide 40; Speak Arabic 50; Speak French 40; Speak English 40; Read/Write Arabic 50; Read/Write French 50; Read/Write English 40; Natural History 25; Occult 25; Pharmacy 20; Religion 10; Biology 50; Chemistry 30; Vehicle 15.

HASSAN

Moroccan aged 48.

Hassan is a good friend of Dr Aleef, and will be the Investigators' driver during their stay in Tangiers. Hassan works for the New Sahara, and Aleef has arranged for him to be available should the Investigators need transport.

In his youth Hassan served as an aerospace pilot in MarsCorps and later in the African Defence Force. He is an affable sort, who speaks broken English with a cheery smile.

STR: 13 Move: 3
CON: 12 HP: 25
SIZ: 13 Dex SR: 2
INT: 12 DB: +1d4
POW: 10 SAN: 48
DEX: 16
APP: 10
BRA: 09



ATTACKS:	ROF	A%	PV	DAM
Pistol PPK	3	30	+0	1d8
Knife	1	30	+0	1d4+2+1d4
Punch	1	45	+0	1d3+1d4

Armour:

None.

Notes:

Hassan will not want to get into combat if he can help it – he is married with six children. He will feature heavily during the Tangiers section of the adventure, but will not accompany the Investigators either to Alexandria or up to the Ecliptic Star.

Skills:

Dodge 35; Bargain 60; Fast Talk 55; Computer Operation 25; First Aid 20; Vacc Suit 20; Spot Hidden 40; Listen: 25; Hide 40; Speak Arabic 40; Speak French 30; Speak English 20; Read/Write Arabic 50; Read/Write French 50; Vehicle 55; Pilot Aerospace 50;

AVRIL CHAPELLE

French-Moroccan female aged 20.

Yes I know – Avril Chapelle a.k.a. Amber a.k.a. Jane Doe is dead before the adventure even starts, but I felt she warranted an NPC capsule, if only to collect all her history together in one place.

She disappeared from her foster parents about 18 months ago in the town of Rabat, SW of Tangiers. A missing persons report was filed by FedPol, but with so little to go on, there was little more than a cursory investigation. Like many who live outside the system in the Twilight Zones, Avril Chapelle is not in the FedPol DNA databank

Avril had started hanging around with local gangs, especially one guy called 'Leon'. A one-time two-bit hustler, Leon is now a pimp who 'finds' girls for the many

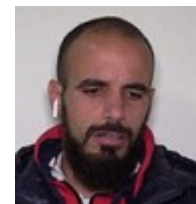
nightclubs that the Trust run in the Twilight Zone. It was Leon who sold Avril to 'Abuks Garden' in Tangiers.

TARIQ HACINI

Manager of 'Abuks Garden'. Moroccan aged 41.

Hacini is a nasty piece of work – an ex-enforcer for The Trust who was promoted to club management after he started getting too old for the bodyguard business. He has little real power beyond running the club, but what power he does have he holds onto jealously.

STR: 14 Move: 3
CON: 14 HP: 27
SIZ: 13 Dex SR: 3
INT: 13 DB: +1d4
POW: 10 SAN: 45
DEX: 15
APP: 11
BRA: 14



ATTACKS:	ROF	A%	PV	DAM
Pistol HK45	3	30	+0	1d10+2
Knife	1	30	+0	1d4+2+1d4
Punch	1	45	+0	1d3+1d4

Armour:

Personal Body Armour (4AP).

Skills:

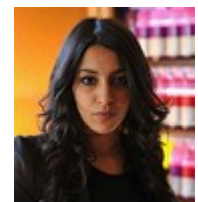
Dodge 35; Bargain 60; Fast Talk 55; Leader 40; Interrogation 40; Computer Operation 25; First Aid 20; Vacc Suit 20; Streetwise 40; Spot Hidden 20; Listen: 25; Hide 40; Speak Arabic 40; Speak French 30; Speak English 30; Read/Write Arabic 50; Read/Write French 50; Vehicle 35; Pilot Aerospace 30;

NADIA

Personal Bodyguard and fixer for Hacini. French-Algerian aged 28.

Ex-Colonial Marine discharged from the service dishonourably after repeated insubordination, Nadia eventually gravitated to the underworld, finding her skills were well suited to bodyguard work. She cuts an impressive figure – athletic and good looking, with jet black hair cut into a razor-straight bob.

STR: 15 Move: 3
CON: 16 HP: 28
SIZ: 12 Dex SR: 2
INT: 13 DB: +1d4
POW: 10 SAN: 45
DEX: 17
APP: 15
BRA: 16



ATTACKS:	ROF	A%	PV	DAM
Pistol HK45	3	70	+0	1d10+2
Dagger	1	50	+0	1d4+2+1d4
Unarmed Cmbt	2	65	+0	2d3+1d4

NEW HORIZON, campaign pack MB2.2

Armour:

Personal Body Armour (4AP)

Augmentations:

Attention Coprocessor (Cyber), Auto-Injector (cyber).

Notes:

In combat situations Nadia will take a dose of Fast Drug, enhancing her DEX skills.

Skills:

Dodge 65; EVA: 25; Fast Talk 35; Leader 30; Interrogation 40; Computer Operation 25; First Aid 20; Vacc Suit 30; Streetwise 40; Spot Hidden 50; Listen: 40; Hide 40; Speak Arabic 40; Speak French 30; Speak English 20; Read/Write Arabic 50; Read/Write French 50; Vehicle 35; Pilot Aerospace 40;

STAFF AT ABUK'S GARDEN:

The staff at the strip club/brothel are not given statistics here as they will not attempt to get involved in any combat.

JADA

Fixer for Hacini. Italian aged 24.

Member of Hacini's security team at Abuk's Garden. She is usually in charge of the brothel. She has bright crimson hair and prefers to not wear body armour.

STR: 13 Move: 3
CON: 13 HP: 25
SIZ: 12 Dex SR: 2
INT: 14 DB: +1d4
POW: 14 SAN: 70
DEX: 16
APP: 14
BRA: 14



ATTACKS:	ROF	A%	PV	DAM
Pistol Glock 22	3	60	+0	1d10+1
Dagger	1	40	+0	1d4+2+1d4
Unarmed Cmbt	2	55	+0	2d3+1d4

Armour:

None.

Skills:

Dodge 45; Bargain 40; Leader 40; Computer Operation 25; First Aid 20; Vacc Suit 20; Spot Hidden 20; Listen: 25; Hide 40; Vehicle 35; Pilot Aerospace 30;

Languages:

Arabic; French; English.

ASH

Head of Security at Abuk's Garden. Aged 33.

A big brute of a man, Ash is undisputed head of security at the club. He doesn't get on with Nadia, but has accepted that she is Hacini's choice as personal bodyguard.

STR: 16 Move: 3
CON: 16 HP: 25
SIZ: 15 Dex SR: 3
INT: 12 DB: +1d4
POW: 08 SAN: 35
DEX: 14
APP: 09
BRA: 14



ATTACKS:	ROF	A%	PV	DAM
Pistol Glock 36	3	40	+0	1d10+2
Stun Baton	1	60	+0	1d6+1d4*
Dagger	1	30	+0	1d4+2+1d4
Brawling	1	50	+0	1d3+1d4

*stun

Augmentations:

Bone Lacing (cyber).

Armour:

Personal Body Armour (4AP) plus aug (4AP).

Skills:

Dodge 45; Bargain 40; Leader 40; Interrogation 50; Computer Operation 25; Spot Hidden 20; Listen: 25; Hide 40; Streetwise 30; Evaluate 25; Law 30.

Languages:

Arabic; French; English.

SECURITY TEAM AT ABUK'S GARDEN (x6)

Hired local thugs.

STR: 14 Move: 3
CON: 14 HP: 28
SIZ: 14 Dex SR: 3
INT: 10 DB: +1d4
POW: 09
DEX: 14
APP: 10
BRA: 12

ATTACKS:	ROF	A%	PV	DAM
Pistol HK45	3	40	+0	1d10+2
Stun Baton	1	60	+0	1d6+1d4*
Dagger	1	30	+0	1d4+2+1d4
Brawling	1	50	+0	1d3+1d4

*stun

Armour:

Personal Body Armour (4AP).

Equipment:

Comlinks, Stunstick, body pistol.

Skills:

Dodge 35; Interrogation 50; Spot Hidden 40; Listen: 35; Vehicle 15;

Languages:

Arabic; French; English.

EZEKIEL WALAWI

The Human Trafficker. Nigerian aged 36.

Walawi works for The Trust, and runs illegal slaves and workers from Africa to the offworld colonies via a front company called the Hera Clinic. He cuts quite an unforgettable figure with gold teeth and snake-contact lenses. Very capable of handling himself in a fight.

STR: 14 Move: 3
CON: 13 HP: 27
SIZ: 14 Dex SR: 3
INT: 12 DB: +1d4
POW: 11 SAN: 55
DEX: 14
APP: 09
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Pistol PPK	3	45	+0	1d8
Stun Baton	1	55	+0	1d6+1d4*
Dagger	1	35	+0	1d4+2+1d4
Brawling	1	50	+0	1d3+1d4

*stun

Armour:

Personal Body Armour (4AP).

Augmentations:

Cyber Melee Weapons (cyber), Smartlink (cyber).

Equipment:

Comlinks, Stunstick, body pistol.

Skills:

Dodge 35; Interrogation 50; Spot Hidden 40; Listen: 35; Speak Arabic 40; Speak French 30; Speak English 10; Vehicle 15;

HORATIO UBIK

The Trusted Lt. Nigerian aged 26.

Ubik is Walawi's trusted right-hand man, and has worked with him for almost ten years, when he was only 16 years old. A short, wiry man who is skilled in 2-gun usage.

STR: 14 Move: 3
CON: 14 HP: 25
SIZ: 11 Dex SR: 3
INT: 11 DB: +1d4
POW: 10 SAN: 50
DEX: 16
APP: 11
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Pistol Glock (x2)	3	60	+0	1d10+1
Dagger	1	30	+0	1d4+2+1d4
Brawling	1	40	+0	1d3+1d4

Armour:

Personal Body Armour (4AP).

Equipment:

Comlinks, 1x nickel plated auto-pistols, dagger with silver-inlaid snake hilt.

Skills:

Dodge 35; Interrogation 40; Spot Hidden 35; Listen: 25; Vehicle 25; Pilot Aerospace 15.

KURT SCHOENROCK

Member of Bannerman Chapter. Swiss aged 28.

Kurt Schoenrock is a mid-level broker who works for Crédit Dauphine, a Swiss Brokerage firm operating out of Zurich. He is a tall, blonde European obviously out of place in Morocco.

STR: 10 Move: 3
CON: 10 HP: 25
SIZ: 15 Dex SR: 3
INT: 14 DB: +0
POW: 13 SAN: 54 (65)
DEX: 13
APP: 13
BRA: 12



ATTACKS:	ROF	A%	PV	DAM
Pistol PPK	3	25	+0	1d8
Dagger	1	25	+0	1d4+2

Armour:

None.

Equipment:

Phone, Body Pistol Walther PPK, Wallet containing ID and E\$1200 in cash. Fake ID: Hugh Zartman.

Skills:

Dodge 25; Fast Talk 50; Bargain 60; Spot Hidden 45; Listen: 35; Vehicle 35; Pilot Aerospace 25.

CLINTON MCCONNELL

Member of Bannerman Chapter. American aged 35.

Clinton McConnell is a mid-level broker who works for Crédit Dauphine, a Swiss Brokerage firm operating out of Zurich. He is a portly American man obviously out of place in Morocco. It was through Schoenrock that McConnell was introduced to Bannerman.

STR: 10 Move: 3
CON: 11 HP: 23
SIZ: 12 Dex SR: 3
INT: 11 DB: +0
POW: 09 SAN: 39 (45)
DEX: 11
APP: 12
BRA: 10



ATTACKS:	ROF	A%	PV	DAM
Pistol PPK	3	35	+0	1d8
Dagger	1	25	+0	1d4+2

Armour:

None.

NEW HORIZON, campaign pack MB2.2

Equipment:

Phone, Body Pistol Walther PPK, Wallet containing ID and £1350 in cash. Business card from Abuk's Garden, Fake ID: Cody Swigart.

Skills:

Dodge 25; Fast Talk 50; Bargain 60; Spot Hidden 45; Listen: 35; Vehicle 35; Pilot Aerospace 25.

HERA CLINIC WORKER (x10)

Manual labourer at the Hera Clinic.

Drawn from the local towns and villages, Workers at the clinic perform mainly manual labour tasks – loading/unloading cryopods, cleaning etc. Workers should not be considered to be loyal Trust employees; they will not betray their employers for fear of retribution against them or their families, but will not risk their own lives to defend them either.

STR: 12 Move: 3
CON: 11 HP: 23
SIZ: 12 Dex SR: 3
INT: 10 DB: +0
POW: 10
DEX: 13
APP: 10
BRA: 10

ATTACKS:	ROF	A%	PV	DAM
Brawling	1	35	+0	1d3

Armour:

None.

Equipment:

ID-card for clinic. Grey jumpsuit & hat.

Skills:

Dodge 25; Spot Hidden 35; Listen: 25; Vehicle 25.

HERA CLINIC TECHNICIAN (x7)

Maintenance technicians.

The technicians are in charge of maintenance and monitoring of both the cryopods and cryo-storage facilities. They also serve the role of computer technicians. Technicians should be considered as loyal Trust employees, though non-combative. They will sound the alarm, but will also run away first chance they get.

STR: 10 Move: 3
CON: 11 HP: 22
SIZ: 11 Dex SR: 3
INT: 13 DB: +0
POW: 12
DEX: 14
APP: 12
BRA: 11

ATTACKS:	ROF	A%	PV	DAM
Brawling	1	35	+0	1d3

Armour:

None.

Equipment:

ID-card for clinic. Toolbelt with electronics tools. Green jumpsuit and hat. Comlink.

Skills:

Dodge 25; Spot Hidden 35; Listen: 25; Vehicle 25; Computer Security 45; Electronics Systems 45; Electronics Security 45;

HERA CLINIC SECURITY TEAM (x6)

Hired local thugs.

The security guards at the clinic are all loyal thugs in the employ of the Trust. They will put up quite a fight if faced with intruders, though are not suicidal.

STR: 14 Move: 3
CON: 14 HP: 28
SIZ: 14 Dex SR: 3
INT: 10 DB: +1d4
POW: 09
DEX: 14
APP: 10
BRA: 12

ATTACKS:	ROF	A%	PV	DAM
Pistol HK45	3	40	+0	1d10+2
M41 SMG	3/5/10	40	+0	2d6+4
Stun Baton	1	60	+0	1d6+1d4*
Dagger	1	30	+0	1d4+2+1d4
Brawling	1	50	+0	1d3+1d4

*stun

Armour:

Personal Body Armour (4AP).

Equipment:

Comlinks, Stunstick, Weapons and ammo. Dark blue jumpsuit and helmet.

Skills:

Dodge 35; Interrogation 40; Spot Hidden 40; Listen: 35; Vehicle 15; Hide 20.

HERA CLINIC ANDROID (x3)

Androids in possession of Trust.

There are several Third Generation androids on site at the clinic. All are stolen corporate models. A Computer Programming check followed by a Data Analysis check will reveal they are from a batch that were lost on a trans-mars delivery by Cenargo Corp two years ago.

STR: 14 Move: 3
CON: 11 HP: 22
SIZ: 12 Dex SR: 3
INT: 16 DB: +1d4
EDU: 18
DEX: 14
APP: 12
BRA: 12

NEW HORIZON, campaign pack MB2.2

ATTACKS: ROF A% PV DAM

N/A

Armour:

None.

Equipment:

Toolbelt with electronics tools. Green jumpsuit and hat. Comlink.

Skills:

Electronics Systems 75; Cryonics 75; Robotics 75; Electronics Systems 50; First Aid 50; Computer Programming 50; Computer Security 50; Data Analysis 50; Spot Hidden 50; Listen 40; EVA 25; Vacc Suit 25; Vehicle 25.

See NH core rules for full details about handling androids.

GORAN KOVAC

Member of Bannerman Chapter. Croatian aged 34.

Goran Kovac is now second in command of the cultists, been a trusted friend of Tomas Saporito. Saporito sent Kovac to Earth to acquire the new sacrifice in the wake of the death of Avril Chapelle, which he has succeeded in doing. He is also a loyal follower of Y'golonac and has a sadistic streak a mile wide. Blond haired, attractive and muscular, he cuts an impressive figure.

STR: 14 Move: 3
CON: 14 HP: 27
SIZ: 13 Dex SR: 2
INT: 14 DB: +1d4
POW: 13 SAN: 59 (65)
DEX: 16
APP: 15
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Pistol Glock 36	3	25	+0	1d10+2
Dagger	1	25	+0	1d4+2+1d4*

*Poison (POT/10)

Armour:

None.

Equipment:

Phone, Auto Pistol Glock 36, Wallet containing ID and E\$5000 in cash, Ornate dagger (POT/10 poison).

Skills:

Fast Talk 50; Bargain 40; Streetwise 40; Dodge 25; Spot Hidden 45; Listen: 35; Vehicle 35; Pilot Aerospace 25; EVA 25; Vacc Suit 15.

LANCE SCHWANTES

Member of Bannerman Chapter. Austrian aged 29.

Lance Schwantes is a mid-level corporate exec who works for Cenargo Corp. He is eager to prove himself as a player in business, and resents Kovac attitude.

STR: 12 Move: 3
CON: 10 HP: 21
SIZ: 11 Dex SR: 3
INT: 13 DB: +0
POW: 16 SAN: 41 (55)
DEX: 14
APP: 12
BRA: 14



ATTACKS:	ROF	A%	PV	DAM
Pistol PPK	3	25	+0	1d8
Stun Baton	1	60	+0	1d6+stun

Armour:

None.

Equipment:

Phone, Body Pistol Walther PPK, Wallet containing ID and E\$1200 in cash.

Skills:

Swim 70; Dodge 25; Fast Talk 40; Bargain 50; Spot Hidden 55; Listen: 55; Vehicle 25; Pilot Aerospace 35.

GERARDO RISS

Member of Bannerman Chapter. German aged 26.

Like Schwantes, Riss also works for Cenargo Corp. Unlike Schwantes, Riss is petrified of returning to the Ecliptic Star. Ever since being assigned to the safe house in Alexandria he has submerged himself in a world of narcotics and call-girls. Riss is the weak link on Earth, and perhaps the easiest way for the Investigators to learn more about what is going on up at the orbital hotel.

STR: 11 Move: 3
CON: 09 HP: 20
SIZ: 11 Dex SR: 3
INT: 14 DB: +0
POW: 11 SAN: 38 (80)
DEX: 14
APP: 12
BRA: 12



ATTACKS:	ROF	A%	PV	DAM
Pistol PPK	3	25	+0	1d8

Armour:

None.

Equipment:

Phone, Body Pistol Walther PPK, Wallet containing ID and E\$500 in cash, a quantity of drugs (genetically altered cannabis known as 'Ultra', betathanatine).

Skills:

Dodge 25; Fast Talk 40; Bargain 50; Spot Hidden 55; Listen: 55; Vehicle 25; Pilot Aerospace 25.

ECLIPTIC STAR SECURITY OFFICER (x15)

Corporate Security Force.

The security guards at the resort professionally trained. They will put up quite a fight if faced with troublemakers, but are not suicidal.

STR: 14 Move: 3
CON: 14 HP: 27
SIZ: 13 Dex SR: 3
INT: 10 DB: +1d4
POW: 09
DEX: 14
APP: 12
BRA: 13

ATTACKS:	ROF	A%	PV	DAM
Pistol HK45	3	40	+0	1d10+2
Shock Rifle	3	40	+0	2-4d6+10*
Stun Baton	1	60	+0	1d6+1d4*
Unarmed Cmbt	1	50	+0	1d3+1d4

*stun

Armour:

Personal Body Armour (4AP).

Equipment:

Comlinks, Stunstick, weapons and ammo, uniform and armour.

Skills:

Dodge 35; Spot Hidden 40; Listen: 35; Vehicle 15; Hide 20, EVA 15, Vacc Suit 10; First Aid 20.

THIERRY KOBLENTZ

Ecliptic Star Security Chief. Russian aged 49.

Koblentz is the head of security onboard the Ecliptic Star. He has been given orders by Bannerman to allow no-one not on a pre-approved list up into the suite without consulting with him first. Koblentz obviously doesn't know he is speaking to a Beta Level AI construct.

Koblentz is ex-ColSec, and a loyal employee of Ecliptic Entertainment, cruising towards early retirement. He took this job as it was low-risk and he generally does his best to avoid trouble. He will be loathe to order a security team into Bannerman's suite, as he is scared of doing anything that might jeopardise his pension.

STR: 14 Move: 3
CON: 14 HP: 27
SIZ: 13 Dex SR: 3
INT: 13 DB: +1d4
POW: 14 SAN: 70
DEX: 14
APP: 14
BRA: 15



ATTACKS:	ROF	A%	PV	DAM
Pistol HK45	3	40	+0	1d10+2

Shock Rifle	3	40	+0	2-4d6+10*
Stun Baton	1	60	+0	1d6+1d4*
Unarmed Cmbt	1	50	+0	1d3+1d4

*stun

Armour:

Personal Body Armour (4AP).

Equipment:

Comlinks, Stunstick, weapons and ammo, uniform and armour.

Skills:

Dodge 35; Spot Hidden 50; Listen: 35; Vehicle 15; Hide 20, EVA 15, Vacc Suit 10; First Aid 20; Interrogation 30; Pilot Aerospace 35; Administration 40; Data Analysis 35; Fast Talk 40; Leader 40; Tactics 25.

ANGÉLIQUE TESSIER

FedPol Undercover Agent. French aged 28.

Angélique Tessier is a FedPol Officer currently working undercover onboard the Ecliptic Star, investigating disappearance of one Nolan Aaberg. Aaberg is one of the dead cultists. He was being investigated for drug trafficking prior to Bannerman summoning Y'gononac.

This is Tessier's first undercover assignment, and she really wants to make a good impression on her superiors. Her cover story is that she is a new member of the hotel security team. Her investigation has hit a dead end, and she could be an important ally for the players.

STR: 12 Move: 3
CON: 15 HP: 26
SIZ: 11 Dex SR: 2
INT: 13 DB: +0
POW: 11 SAN: 55
DEX: 16
APP: 15
BRA: 14



ATTACKS:	ROF	A%	PV	DAM
Pistol Glock 22	3	40	+0	1d10+1
Shock Rifle	3	25	+0	2-4d6+10*
Stun Baton	1	30	+0	1d6*
Unarmed Cmbt	1	55	+0	2d3

*stun

Armour:

Personal Body Armour (4AP).

Equipment:

Stunstick, weapons and ammo, uniform and armour, FedPol comlink and scrambler, Locator Device, Electronics toolkit, Compad.

Skills:

Dodge 35; Spot Hidden 50; Listen: 35; Vehicle 15; Hide 30, EVA 15, Vacc Suit 10; First Aid 20; Interrogation 10; Pilot Aerospace 25; Administration 30; Data Analysis 35; Fast Talk 40; Tactics 25; Computer Security 25; Electronics Security 35; Devise 25.

BRYCE BANNERMAN / Y'GOLONAC

Vice-President of Ecliptic Entertainment and Avatar of Y'gonolac the Great Old One.

Vice-President of Ecliptic Entertainment, one of the fastest growing entertainment conglomerates in the United Earth Federation, Bannerman's public image is one of a charming, quick-witted and affable businessman, known for his laid back approach to his work. What is not common knowledge is that he is also completely amoral, and the leader of a small chapter of Y'gonolac worshippers.

By the time the Investigators meet Bannerman, he will already be an avatar of Y'gonolac. He has a cadaverous Cenobite caste to his skin. If attacked by the Investigators, he will morph into his true form (SAN check) and lumber towards them. His true form is that of a grotesquely obese man, lacking a head or neck, with an oozing mouth in the palm of each hand.

STR: 25 Move: 10
CON: 125 HP: 139 (150)
SIZ: 14 (25) Dex SR: 3
INT: 30 DB: +1d6
POW: 28 SAN: n/a
DEX: 14
APP: 08 (n/a)
BRA: 18
HF: 1/1d20*
1/1d10+1**



* to see Bannerman transform into Y'gonolac.

** to see Y'gonolac.

ATTACKS:	ROF	A/P%	PV	DAM
Touch	1	100/-	+0	Special*
Devour	1	100/-	+0	1d4**

*Touch attack drains 1 INT/POW each round.

**Devour attack cannot be healed by normal means.

Armour:

None.

Spells:

Call Children of Y'Golonac/4; Ritual of Abek-Sul/6; Enchant Sacrificial Dagger/3 (Y'gonolac version); The Festering Blindness of the Seven Hells/3; Breath of the Void/9; Possession/5; Siren's Song/1.

THE CHILDREN OF Y'GOLONAC

Servants of Y'gonolac.

Manifesting as sinister figures dressed in ragged black robes, with gaunt faces and empty sockets where eyes should be, the Children of Y'gonolac are his loyal servants, whom he can summon at will to do his bidding. They are sometimes described as being akin to Succubi and Incubi of legend, having the ability to mask their true form, appearing to their victims as young and desirable men and women.

Sometimes the Children of Y'gonolac are summoned to protect their master, in which case they manifest wearing

ornate armour forged from extraterrene metals, and wielding exotic looking curved swords.

STR: 18 Move: 4
CON: 18 HP: 29
SIZ: 11 Dex SR: 2
INT: 10 DB: +1d4
POW: 16
DEX: 16
APP: 03 (18)
BRA: 16
HF: 1/1d6 to see true form.

ATTACKS:	ROF	A/P%	PV	DAM
Touch	1	100	+0	Special*
Sword	1	75/75	+0	1d10+1+1d4

*Touch attack drains 1 INT/POW each round.

Armour:

Usually none, but have been known to manifest wearing ornate armour forged from extraterrene metals that protects for 8AP.

Spells:

Call Children of Y'Golonac/4; The Festering Blindness of the Seven Hells/3; Voice of Ra/5; Siren's Song/1;

TOMAS SAPORITO

Head of Bannerman Chapter. Japanese aged 44.

Saporito was Bannerman's second in command until his unexpected demise two weeks ago. Saporito met Bannerman through moving in the same seedy social circles. The past two weeks have sorely tested his sanity, but Saporito is still in control.

Like Kovacs, Saporito has a sadistic streak a mile wide. Dark haired, attractive and muscular, he cuts an impressive figure. He and Kovacs were infamous as notorious womanisers during their time together at college.

Unlike Kovacs, Saporito is not as loyal to Y'gonolac as he pretends to be. As soon as the Investigators arrive and things start to fall apart, he will make a break for Bannerman's space yacht, currently moored at the private docking gantry. If possible, he will take a hostage.

STR: 12 Move: 3
CON: 14 HP: 27
SIZ: 13 Dex SR: 2
INT: 15 DB: +1d4
POW: 13 SAN: 51 (65)
DEX: 16
APP: 15
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Pistol HK45 (x2)	3	70	+0	1d10+2
Dagger	1	45	+0	1d4+2+1d4*

* Poison POT/10

Armour:

Personal Body Armour (4AP).

NEW HORIZON, campaign pack MB2.2

Equipment:

Phone, Auto Pistol HK45, Wallet containing ID and E\$10,000 in cash, dagger (POT/10 poison). Compad and datastack containing Imprint Program.

Skills:

Fast Talk 60; Bargain 60; Streetwise 40; Dodge 25; Spot Hidden 45; Listen: 35; Vehicle 35; Pilot Aerospace 25; EVA 25; Vacc Suit 15.

Notes:

Imprint Program Saporito has a 'user-imprint program' in a datastack on his person. A datastack is a small black cylinder about the size of a AAA battery - it contains a matrix of data-crystals. The user-imprint program when run on an android of 3rd gen or less will allow new 'administrators' to be imprinted into the androids brain. It will ask a series of questions 'Name' 'Override password' etc. It cannot be used to delete old user accounts, however.

The Beta Level AI:

Saporito has downloaded a copy of Bannerman's Beta Level AI into a high-capacity datastack on his person.

KELVIN SEMPER

Member of Bannerman Chapter. American aged 34.

Semper is a high-ranking executive from A&D Industries, a large defence contractor from the United Americas. He served time in AmeriCorps, and the best way to describe him is gung-ho.

He has access to a lot of illegal military tech, which he smuggled onto the Ecliptic Star on board Bannerman's yacht, and which he will have armed himself with when the Investigators arrive.

STR: 14 Move: 3
CON: 16 HP: 30
SIZ: 14 Dex SR: 2
INT: 12 DB: +1d4
POW: 10 SAN: 46 (50)
DEX: 16
APP: 10
BRA: 14



ATTACKS:	ROF	A%	PV	DAM
Pistol HK45 (x2)	3	70	+0	1d10+2
M56 Smart Gun	FA/A5	60(85)	+0/+2	2d6+4
M42 Gauss Rifle	3	45	+7	3d10+6
Unarmed Cmbt	1	50	+0	2d3+1d4

Armour:

6AP Stealth Assault Suit (+25% to Hide / Sneak skills).

Augmentations:

Attention Coprocessor (cyber), Auto-Injector: Fast drugx2, Painkiller, Super Adrenaline x3 (cyber).

Skills:

Fast Talk 30; Bargain 20; Streetwise 40; Dodge 45; Spot Hidden 55; Listen: 50; Vehicle 35; Pilot Aerospace 35; EVA 35; Vacc Suit 25; Jump 60; Sneak 40 (65); Hide 30 (55).

Equipment:

Smart Gun and 2x magazines; Gauss Rifle x1 magazine; 2x Auto Pistols x6 magazines;

PRESTON LIMERIK

Member of Bannerman Chapter. English aged 33.

A week of 'looking after' Y'gonolac after he possessed Bryce Bannerman drove Preston Limerik insane. For the past week he has been a gibbering self-mutilating wreck, a shadow of his former self.

STR: 10 Move: 3
CON: 10 HP: 21
SIZ: 11 Dex SR: 3
INT: 13 DB: +0
POW: 09 SAN: 0 (45)
DEX: 11
APP: 09
BRA: 09



ATTACKS:	ROF	A%	PV	DAM
N/A				

Armour:

None.

Equipment:

None.

MARCO MAINVILLE

Member of Bannerman Chapter. Canadian aged 36.

Mainville was assigned the dubious task of looking after Y'gonolac ever since Preston Limerik went insane and was found self-mutilating in one of the guest rooms a week ago. Mainville procured several chambermaids as victims for his master, and after a week of witnessing Y'gonolac's perverse tastes for himself has been driven to the brink of insanity himself. When the Investigators arrive Mainville will be with Y'gonolac in the Inner Sanctum, busying himself with preparing the room for the ritual.

STR: 12 Move: 3
CON: 14 HP: 27
SIZ: 13 Dex SR: 2
INT: 15 DB: +1d4
POW: 13 SAN: 51 (65)
DEX: 16
APP: 15
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Pistol PPK	3	70	+0	1d8
Stun Baton	1	30	+0	1d6+1d4*

* stun

Armour:

None.

Augmentations:

Snake's Fangs POT/14 (cyber).

NEW HORIZON, campaign pack MB2.2

Equipment:

Smartphone, Body Pistol Walther PPK, Wallet containing ID and E\$1,000 in cash, Stun Baton, Controller for Shock Collar.

Skills:

Fast Talk 60; Bargain 60; Streetwise 40; Dodge 25; Spot Hidden 45; Listen: 35; Vehicle 35; Pilot Aerospace 25; EVA 25; Vacc Suit 15.

SOFIA MAY

Living Word of Y'gononac. French aged 20.

Another would-be sacrifice of the Bannerman Chapter, May was bought by the chapter from the Trust. She is an orphan, bought by the Trust from corrupt government officials at a state orphanage. Her parents died in the last African War, 12 years ago.

STR:	10	Move:	3
CON:	10	HP:	19
SIZ:	09	Dex SR:	3
INT:	11	DB:	+0
POW:	16	SAN:	70 (80)
DEX:	11		
APP:	15		
BRA:	12		



ATTACKS:	ROF	A%	PV	DAM
N/A				

Armour:

None. Wears white ceremonial robes and a shock-collar for which Mainville has the controller.

RANDOLPH PAZMINO

Member of Bannerman Chapter. Italian aged 35.

A mid-level exec at the same company has Saporito, Pazmino is the cult leaders' gopher – a role he is happy to fulfil. Pazmino is a dedicated member of the cult, even in the wake of Bannerman's transformation and the death of two of his fellow Acolytes.

STR:	12	Move:	3
CON:	14	HP:	27
SIZ:	13	Dex SR:	2
INT:	15	DB:	+1d4
POW:	13	SAN:	51 (65)
DEX:	16		
APP:	14		
BRA:	15		



ATTACKS:	ROF	A%	PV	DAM
Pistol PPK	3	40	+0	1d8
Shock Rifle	3	25	+0	2-4d6+10*
Stun Baton	1	30	+0	1d6+1d4*

*stun

Armour:

Personal Body Armour (4AP).

Equipment:

Body Pistol Walther PPK.

Skills:

Fast Talk 60; Bargain 60; Streetwise 40; Dodge 25; Spot Hidden 45; Listen: 35; Vehicle 35; Pilot Aerospace 25; EVA 25; Vacc Suit 15.

APPENDIX B: THE SUTTON INSTITUTE

An organisation for use by Keepers running a Cthulhu Rising NH Investigative campaign.



Sutton Hall, location of The Sutton Institute.

INTRODUCTION

Writing and running a Cthulhu Rising campaign based primarily in England, I conceived of the Sutton Institute to act rather like a British version of Miskatonic University. Its first appearance in my campaign is in Sins

of the Flesh, though it is mentioned in adventures prior to this. With a little work from individual Keepers the Institute can easily be introduced to any Cthulhu Rising campaign.

The Institute is dedicated purely to researching and collecting evidence concerning those beings and myth

cycles collectively known as the Cthulhu Mythos. It is not designed to serve as an 'anti-mythos' paramilitary group, who use military force to combat cultists and mythos creatures wherever they are found.

Dependant on your campaign and the capabilities and resources of your Investigator group, the Sutton Institute can function as both a valuable source of information and help in certain matters involving the Mythos, and a possible patron for your own adventures.

INSTITUTE BACKGROUND

Founded in 2188 by Professor Giles Sutton of Manchester University and a small group of his fellow academics, the Sutton Institute is a privately owned and run organisation committed to the research, documentation and investigation of events, locations and artefacts that suggest a link to the Great Old Ones and the true history of Earth.

The Institute is administered by a board of directors, numbering seven in honour of the seven founding members. The board meet monthly to discuss the funding of expeditions, research projects, new membership and other such matters.

The Institute's views have attracted criticism from more orthodox scientific circles, and has come under fire from religious leaders. Accusations of presenting pseudo-scientific theories and half truths as fact, and seeing conspiracies everywhere are happily accepted by the Institute – the dismissive attitudes of the mainstream allow them to continue their work relatively unopposed.

The Institute has grown steadily in numbers and resources in the eight decades since its inception. As of 2271, the Institute membership numbers several hundred, with over half based on Earth or one of the Sol colonies. In the main the membership is comprised of academics, entrepreneurs, businessmen, theologians and scientists.

LOCATION

The Institute has two primary locations, both in the north of England. They are:

Sutton Hall:

The Sutton Institute is located at Sutton Hall, approximately five kilometres from the village of Hade Edge in England's Peak District National Park.

There has been a house on the site of the present Sutton Hall since the late seventeenth century, when Sir Thomas Sutton inherited the land in 1756 and decided to commission architect James Wyatt to build him a residence there. The current hall was built in the early 20th Century, and combines classical Greek and Roman architecture with Renaissance flourishes. Giles Sutton donated the hall to the newly formed Sutton Institute in 2188.

Sutton Hall is highly secluded. The main stretch of road, Sutton Hall Lane, runs along the southern edge of the property. Waterdale Lake lies to the north. Along the

western edge is a line of rocky hills. To the east lie dense woodlands and open fields, eventually turning into farmland in neighbouring properties. The dimensions of the property are approximately 3km north-south (lake to road), and 8km east-west. The estate's grounds are honey-combed with old mine tunnels and underground passageways of extreme age.

The John Rylands Library:

Manchester University's John Rylands Library possesses a sizeable collection of mythos tomes and other rare and 'forbidden' books, housed in a restricted basement section of the building. The existence of this collection is not common knowledge, but the Sutton Institute has a long-standing arrangement with the library to have relatively unlimited access.

FOUNDING MEMBERS

Professor Sutton and three other founding members of the Institute died in a freak boating accident off the island of Ponape in 2203, but his work has been continued by his colleagues. Of the three not involved in this accident, two have since died of natural causes. The last founding member, Doctor Theresa Biedermier, is technically still alive. For more details about her, and the other six founding members, see below:

Professor Giles Sutton:

A professor of Theology/Ontology based at Manchester University, it was Giles Sutton who first suggested to six of his friends and fellow academics forming the Institute. Professor Sutton died during what was reported to be a freak boating accident off the island of Ponape in 2203, aged 61.

Doctor Theresa Biedermier:

Doctor of Medicine whose specialty was cryogenics, Biedermier served time on the board of medical mega-corporation Zen Medical. Ever since her eightieth birthday Biedermier has resided at the Zen Medical Cold-Pac facility in Switzerland. Cold-Pac is an advanced form of cryosleep, used to extend the lives of critical/terminal patients indefinitely or until medical technology catches up to be able to cure them. The longer someone is in Cold-Pac however, the harder it is to revive them. Biedermier has been in Cold-Pac for the past forty years, and is only woken up for family occasions and important Institute affairs.

Father Xavier Zidane:

Catholic Priest from Paris, France. Father Zidane was a well liked and respected member of the clergy, though his involvement with the Institute is thought to have been the reason for his failure to attain the promotion in the church so many believed he deserved. Father Zidane died in Paris of natural causes aged ninety-seven.

Doctor Katherine Roe:

An eminent xeno-anthropologist, Katherine Roe published a paper that suggested there were intelligent

NEW HORIZON, campaign pack MB2.2

civilisations on Earth prior to humanity. She was Dean of H G Wells University, Mars until her untimely death during the Ponape accident in 2203, aged 56.

Professor Kalpesh Gurinder:

Cosmologist Kalpesh Gurinder was head of the Nepal Observatory until he retired in 2227 aged seventy. He died of natural causes aged ninety-four, in his home town of Panjin, India.

Erik Haruksson:

Archaeologist Erik Haruksson is famous for his extensive work on the island of Ponape. He died along with several other founding members of the Institute in the Ponape accident of 2203.

Octavius Wrenn:

Parapsychologist and registered Telepath Octavius Wrenn died along with several other founding members of the Institute in the Ponape accident of 2203.

MEMBERSHIP

Members of the Sutton Institute come from all walks of life, but all share a common interest in the esoteric, the unexplained and the unusual.

Membership is by invite only. It costs E\$1000 p.a., to help contribute to the upkeep of the Institute, and to pay for research trips and expeditions. Full membership involves the signing of a standard legal contract, and payment of a E\$1000 deposit.

Full membership confers the following:

- Direct 24 hours access to the Institute's data library via FedNet, or access to Albert the AI between the hours of 9am-10pm.
- Access to universities and libraries out of office hours, where Institute members are affiliates.
- Access to the knowledge and experience of other members.
- Access to Institute facilities, such as biology and chemical labs.
- Help organising and funding expeditions.
- Access to lectures, training and tuition to gain skill increases between adventures or to learn new skills.

INSTITUTE RESOURCES

The Institute maintains a sizable data library on site. There are electronic documents and optical scans comprising 1200 reference books, a large collection of atlases and maps of Earth and other planets, and 18,000 assorted manuscripts and scrolls.

Albert, an AI construct encyclopaedia, contains comprehensive information on a variety of subjects including: humanity and natural sciences, religion, the

occult, ancient history, biology, xeno-biology, exploration, archaeology and anthropology.

In addition to the onsite data library, the Institute has an arrangement with the John Rylands Library in Manchester – access to their forbidden books vault.

Learning New Skills:

Learning new skills can only be done if the investigator does not already know that skill. I.e. it starts at base chance. Learning new skills can only be done with a tutor or attending a lecture. An Idea roll should be made after the seminar. Success raises the skill by 1d10 points. From now on this skill can only be improved upon as specified in the rules.

Improving Skills:

Improving old skills can be done by self tutelage, or by again attending lectures. Improving skills requires a successful training check after each week of study (or 40 hours). Success raises the skill by 1d3-1 points.

These are the skills that can be improved:

- Anthropology
- Archaeology
- Art
- Astronomy
- Biology
- Chemistry
- Data Analysis
- Geology
- History
- Law
- Medicine
- Natural History
- Occult
- Other Languages
- Pharmacy
- Physics
- Psychoanalysis

Players cannot practice combat skills.

ACKNOWLEDGEMENTS

Miskatonic University is an obvious inspiration.

The Institute of Higher Learning from the Ascension of Hastorang adventure by Mervyn Boyd.

Xavier Hall, from the X-Men films for the image used for Sutton Hall.

APPENDIX C: THE REVELATIONS OF GLA'AKI

"... for even the minions of Cthulhu dare not speak of Y'gonolac; yet the time will come when Y'g olonac strides forth from the loneliness of aeons to walk once more among men..."

From volume XII.

unpublished manuscript. 19th century.

The standard, published version of this work is the nine-volume folio-sized edition printed in Liverpool in 1865. Rumors say that eleven and twelve-volume editions secretly circulate in manuscript form.

The Revelations were the work of a cult from the Severn River valley of southwest

England dedicated to the god Gla'aki. The project started in 1842 when the then-current head of the cult began to record the rituals of the god's worship. After that, many high priests and senior members contributed volumes to the work until the cult as a whole vanished in the late 1860s. The volumes detail the prophecies, wisdom, and commands bestowed upon Gla'aki's cult, with a special concentration on the strange happenings in the Severn River valley. Each book covers a different subject with related spells.

- VOLUME I: Gla'aki and his associated witch-cults.
Spell: Call Gla'aki.
- VOLUME II: The Servants of Gla'aki and the curse of the Green Decay.
Spells: Green Decay, Nyhargo Dirge.
- VOLUME III: The Imprisonment of Byatis.
Spell: Call Byatis.
- VOLUME IV: Eihort, God of the Labyrinth, and his brood.
Spell: Call Eihort.
- VOLUME V: Ghroth, the Harbinger and Maker, a comet or asteroid-like creature and inspiration for the Nemesis myth.
Spell: Call Ghroth.
- VOLUME VI: Shub-Niggurath and a local cult associated with something called "the Moon-Lens".
Spells: Call Keeper of the Moon-Lens.
- VOLUME VII: The Insects from Shaggai, their worship of Azathoth and the harnessing of the god's strength.
Spell: Call Azathoth, Call Shan.
- VOLUME VIII: The Beings from Xiclotl, servants of the insects from Shaggai, and their home world.

Spell: Call Being from Xiclotl.

- VOLUME IX: Other dimensions; Daoloth, the Render of the Veils; the inhabitants of the Gulf of S'glhuo.

Spell: Call Daoloth.

- VOLUME X: M 'na galah, a being described as "a bloated, tentacled mass of eyes and entrails".

Spell: Contact M' nagalah.

- VOLUME XI: The Crystallizers of Dreams, and their proper use.

The Original Manuscripts

The original writings are contained in twelve old-fashioned ring binders kept safe and secret by the cult. Many of the authors' hands are difficult to decipher, requiring successful Read English rolls. Fairly accurate copies of these volumes may have been surreptitiously made and circulated. Sanity loss 1D8/2D8; Forbidden Science +5%/+12%; average 44 weeks to study and comprehend or 88 hours to skim.

The Published Edition

This standard, very limited edition was secretly printed in England in 1865 when the cult's collection still consisted of only nine volumes. The publisher, Supremus Press, never revealed the source of the original manuscript but it is assumed that it had been copied and stolen by a renegade cult member. Sold only to "special" private collectors, it was nonetheless heavily expurgated and lacks most of volumes ten and eleven. A few copies have managed to find their way into major library collections but most copies are thought still to be in private hands. Sanity loss 1D6/2D6; Forbidden Science +5%/+10%; average 32 weeks to study and comprehend or 64 hours to skim.

The Twelfth Volume

The terrible twelfth volume in this collection is one of the few known sources on Y'gonolac. It contains a secret spell woven into the text that automatically invokes Y'gonolac whenever the book is read. Casual readers may find themselves unpleasantly surprised. Sanity loss 1D3/1D6; Forbidden Science +1%/+2%; average 6 weeks to study and comprehend or 12 hours to skim.

Other Benefits And Effects

Reading the original eleven books grants two checks to Occult skill; reading all the published nine volumes grants but a single check. Some readers of the Revelations are unwilling to let the book end, and continue to fill in more chapters based on their own knowledge of the Forbidden Science. As such, new volumes of the book continue to be written.

APPENDIX D: HANDOUTS

INVESTIGATORS HANDOUT 1

The Invite:

Dear (Investigators name)

The Sutton Institute cordially invites you to our next open evening, with a view to you possibly joining our organisation as full members. At this event there will be several presentations by Institute members and guest speakers, followed by a tour of Sutton Hall. Refreshments and buffet provided.

We hope you can attend.

Regards

Dr Alexander Bixby

INVESTIGATORS HANDOUT 2

The News Story:

STRANGE FLOTSAM:

By Said Alarmi, ISN North African Office.

Two days ago, the corpse of an unidentified woman washed ashore close to El Khattabi, a small fishing village west of Tangiers. The corpse was taken as a bad omen by local tribal leaders, mainly due to the bizarre occult-looking tattoos that covered large parts of its body.

Despite the concerns of the residents of El Khattabi, FedPol are treating the corpse as a simple gangland killing. Criminal gangs in the North African Twilight Zone are infamous for carrying out ritualistic style killings of who they consider to be traitors and police informants.

The body of the mystery woman has been taken to the Tangiers city morgue, where forensic pathologists hope to ascertain her identity

INVESTIGATORS HANDOUT 3

The Autopsy Report:



**FEDERAL LAW ENFORCEMENT
DEPARTMENT OF PATHOLOGY
TANGIERS DISTRICT**

AUTOPSY REPORT

FORENSIC PATHOLOGIST'S SUMMARY

CASE NUMBER: 2271-115611/3

DECEDENT: DOE, JANE [decedent unidentified]

EXAMINING PATHOLOGIST: DOCTOR ADNAN ALEEF MD



NEW HORIZON, campaign pack MB2.2

SEX:

Female of mixed Caucasian/North African parentage.

AGE:

Approximately 20-22.

DEATH SCENE:

Body was found on beach 1.5km north of the village of El Khattabi.

TIME, DATE AND PLACE OF DEATH:

Undetermined. Beach where body discovered not death scene. Body had washed ashore with the morning tide.

TIME, DATE AND PLACE OF AUTOPSY EXAMINATION(S):

Preliminary examination carried out at scene. Body then transported to FLEA department of pathology in Tangiers for routine autopsy.

CONDITION OF BODY:

The lack of rigor mortis suggests that either body is still very fresh or is in post-rigor. Body had been in the water long enough for decomposition of the lungs to occur. Bloating, marbling and minor epidermal slippage consistent with a body that has been in relatively cold water for more than 3 days. The lack of damage to the epidermis not consistent with decomposition of lungs. Estimated time in water 14-16 days.

CAUSE OF DEATH:

Judging by damage to the internal organs, death resulted from drowning following a traumatic fall either from a great height or falling from a moving vehicle, possibly either a light aerospace craft or a helicopter.

TOXICOLOGY:

Amounts of Betathanatine* found in bloodstream, suggest subject was drugged prior to death.

*Betathanatine is a designer drug that slows metabolism and body temperature. Originally developed for medical purposes, it has found use as both a recreational drug and by the military – notably the Laoist rebels of the planet Paragon in the 36 Ophiuchi C star system, who use it for covert operations to calm nerves and evade thermal imaging devices.

IDENTIFYING MARKS:

Multiple tattoos covering back and upper arms, as well as on skull underneath hair. Geometric, possibly occult designs, origin unknown. Some marks seem to be a glyph like form of writing.

PERSONAL EFFECTS:

Remains of clothing around neck and wrists – lab analysis confirms unbranded white cotton, no unique identifying features. Possibly part of robe.



INVESTIGATORS HANDOUT 4

Bryce Bannerman Biog:

From the Forbes Rich List 2271:

Vice President of Ecliptic Entertainment, one of the fastest growing entertainment conglomerates in the solar system, Bannerman is a self-made billionaire, making the Forbes Rich List for the past eight years running.

Eldest son of Augustus Bannerman II, famous shipping magnate and founder of Pan-Sol Shipping, A compulsive entrepreneur, Bryce Bannerman turned down a position in his father's company and subsequently made his first million by the age of 22. By the time he sold his majority stake in Ecliptic Entertainment two years ago, Bannerman was estimated to be worth in excess of E\$22 billion.

Hallidor Corp now owns Ecliptic, but Bannerman has retained a minority shareholding and a position on the board as vice-president of new projects.

Not much is known of Bannerman's private life. Unmarried, extreme sports enthusiast, collector of fine art and rare antiquities.

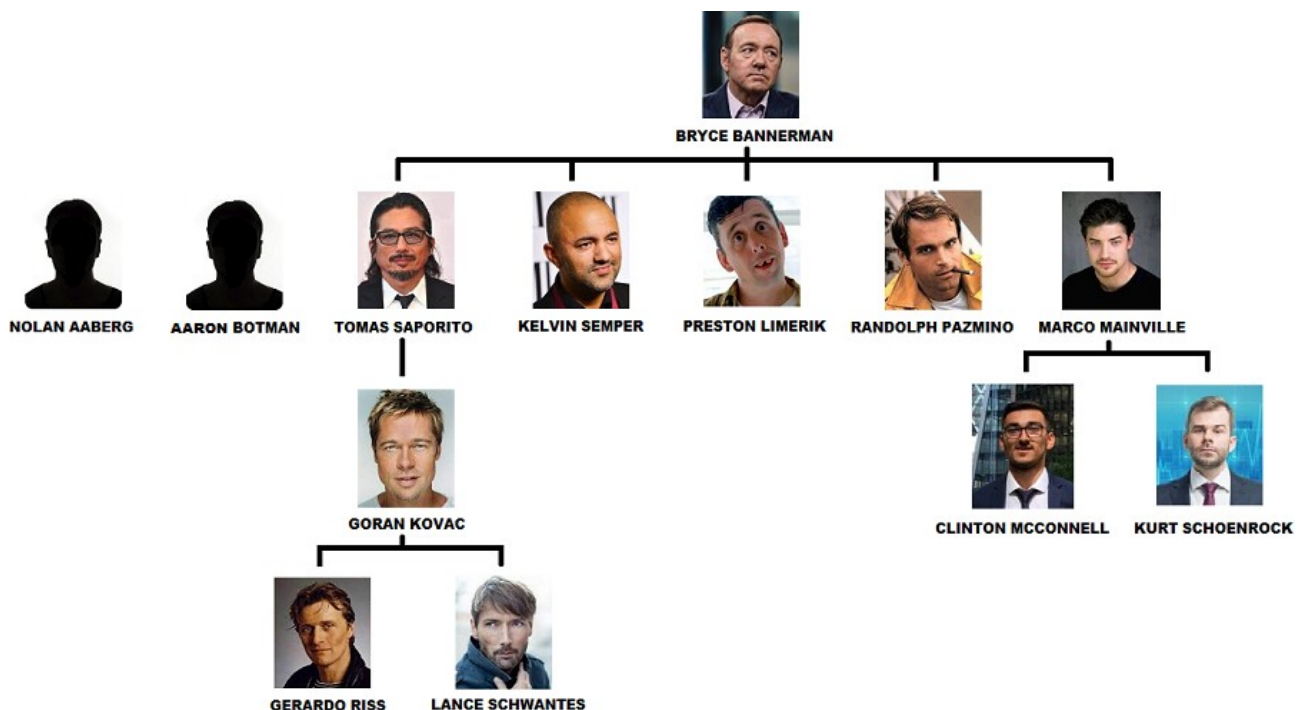
INVESTIGATORS HANDOUT 7

Y'gononac

Y'gononac is a Great Old One and is the god of perversion and depravity – not just "average" human perversions or depravities, but any that can be conceived of by a sentient being (sane or otherwise). His demeanor is much like that of Nyarlathotep, but he is much more perverse and sadistic. Y'gononac can sometimes be summoned merely by reading his name (not necessarily aloud; just reading it is sufficient) in the Revelations of Gla'aki.

When Y'Golonac is summoned, he offers to grant the summoner the dubious honor of becoming one of his human hosts, or being killed instantly. It is possible that the headless humanoid form is just a mere avatar, and his true unthinkable form exists elsewhere, in a parallel dimension to our own.

THE BANNERMAN CHAPTER



INVESTIGATORS HANDOUT 5

The New Story:

FEDERAL NETWORK NEWS: YOUR WORLD TODAY

News Front Page

Earth

Australian Territories

Central African Bloc

Chinese Consortium

European Federation

Islamic Holy Republic

Japanese Affiliates

Russian Republic

United Americas

Offworld Colonies

Unity

Luna

Mars

Europa

Titan

Business

Market Data

Your Money

Economy

Companies

Politics

Health

Education

Science/Nature

Technology

Entertainment

Mr Entertainment Takes A Holiday

Date Posted: August 28th 2271

Ecliptic Entertainment issued a press release today announcing that vice president Bryce Bannerman had stepped down from his duties at the entertainment conglomerate to take what was described as an *extended sabbatical*.

The cited reason for this unexpected announcement was that it had always been Bannerman's intention to step back from the day to day affairs of running Ecliptic Entertainment and take a career break after selling his majority stake in the company to Hallidor Corporation two years ago.

Bannerman's immediate intentions are unknown, though rumours are rife that he intends leaving Earth on board his private yacht the *Aurora Snow*, which our sources have confirmed is currently docked at the luxury orbital holiday resort Ecliptic Star.

Bannerman himself was unavailable for comment.

Shares in Ecliptic Entertainment took a dip in the wake of the announcement, but have stabilised at E\$22.14.



Bryce Bannerman at a press conference in London last month

SEE ALSO

Fat-free Europe
How do the Europeans stay slim with the global obesity epidemic gripping Earth and will it last?



In pictures
Hologrid star Matilda Knight all smiles at her wedding to net security mogul Zen Armstrong.



Serious business
On the trail of an European Lions vs. North Titan Spacers ticket.

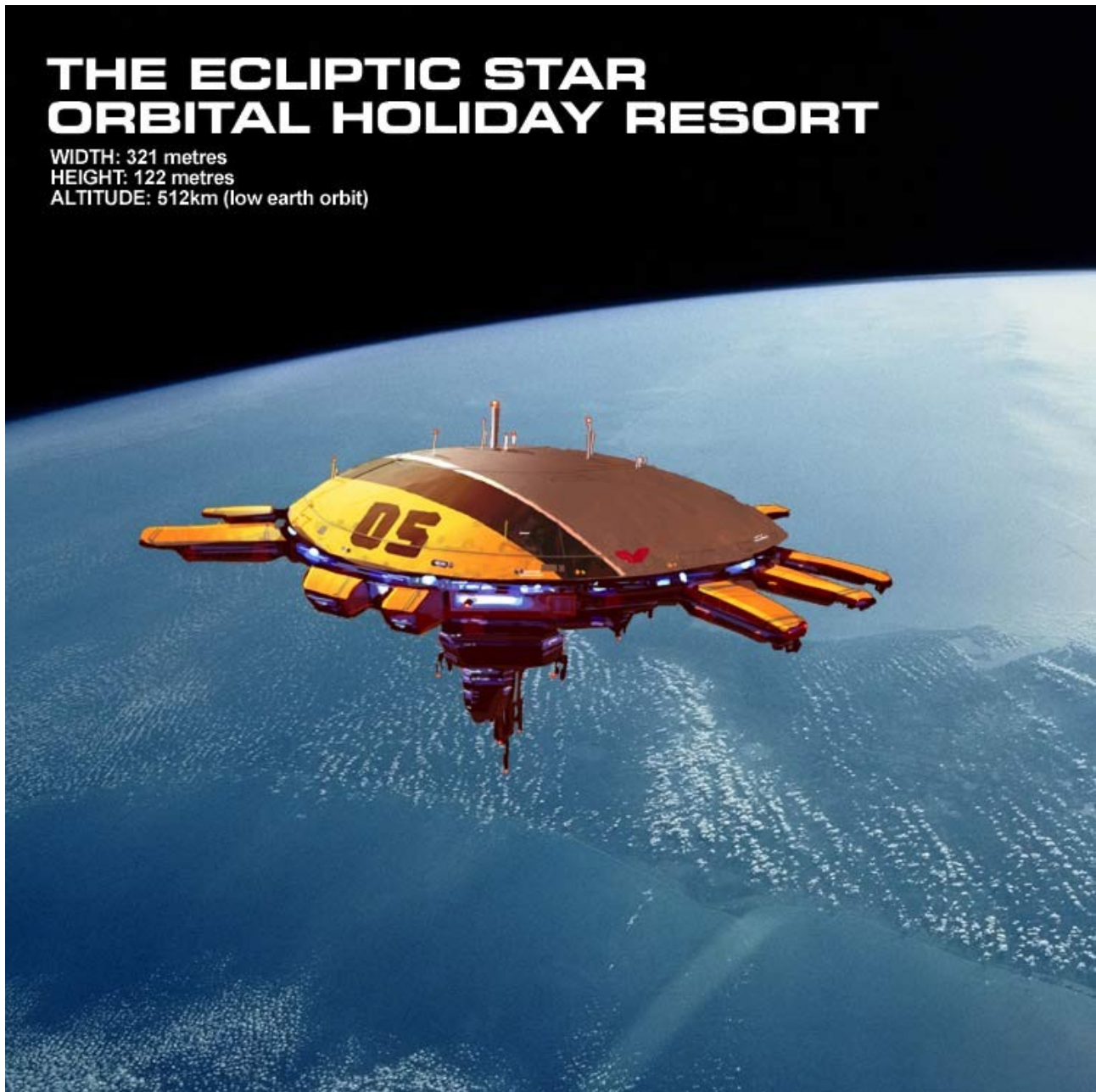


 E-mail this to a friend

 Printable version

INVESTIGATORS HANDOUT 6

The Ecliptic Star Orbital Holiday Resort:



The Ecliptic Star is a luxury orbital holiday resort owned by Ecliptic Entertainment and Paradise Hotels, both subsidiaries of Hallidor Corp. The hotel caters to the very rich - it has an exclusive clientele, and is famous for being discreet and maintaining the privacy of its clients.

At 122m high and 321m across the Ecliptic Star is the largest dedicated resort hotel orbiting earth. The resort orbits the earth once per day in Low Earth Orbit.

Ecliptic Star is an all-suite hotel, comprising 200 suites in total. Convenience, luxury and a highly personalised service including in-suite check-in are available for every guest. Our highly trained staff provide around the clock assistance to each and every visitor.

NEW HORIZON, campaign pack MB2.2

The hotel offers:

- 142 Deluxe suites (1 bedroom);
- 18 Panoramic suites (1 bedroom);
- 4 Club Suites (1 bedroom);
- 28 Two-bedroom suites;
- 6 Three-bedroom suites;
- 2 Presidential suites;

All suites feature floor to ceiling windows, and as the hotel rotates on its own axis all offer breathtaking views of the earth. Topping all other suites are the two Presidential Suites, palatial surroundings reaching unsurpassed peaks of luxury, including a private elevator, private cinema, tropical gardens, panoramic views, private docking facilities, private kitchens and meeting rooms. The finest materials have been sourced from around the solar system, coming together in exquisitely designed and crafted interiors.

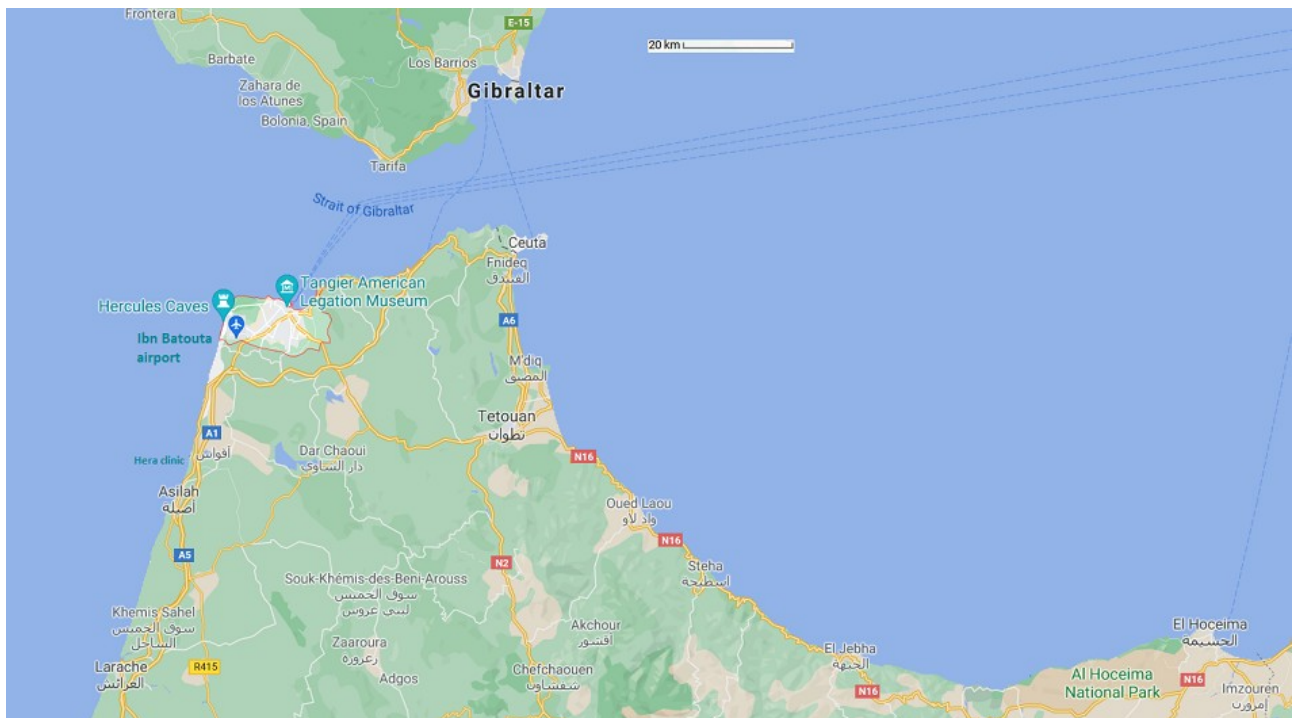
Resort Facilities:

- Superior cuisine in dramatic settings – a large selection of places to dine, including the famous Skyview Restaurant;
- Atrium Lounge: Relax in our environmentally controlled tropical gardens;
- Ballroom;
- Conference suites;
- Spa and Health Club
- Visit our famous Zero-G Zen Gardens at the core of the main hotel;
- Zero-G Sports Arena;
- Casino

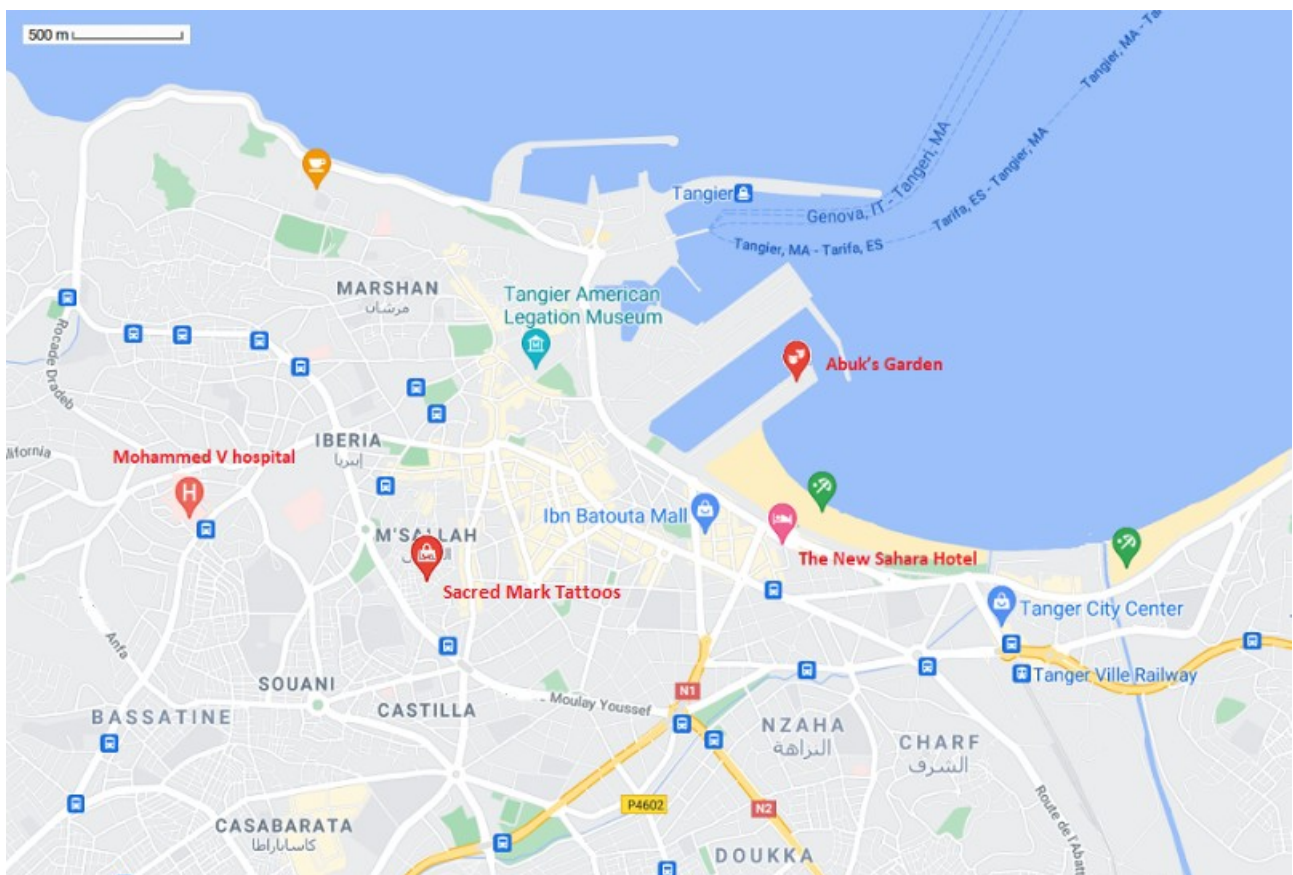
Getting Here:

The Ecliptic Star operates a private courier service for its exclusive clientele, and can arrange to pick up / drop off guests anywhere on earth. Speak to your booking representative to find out more about this.

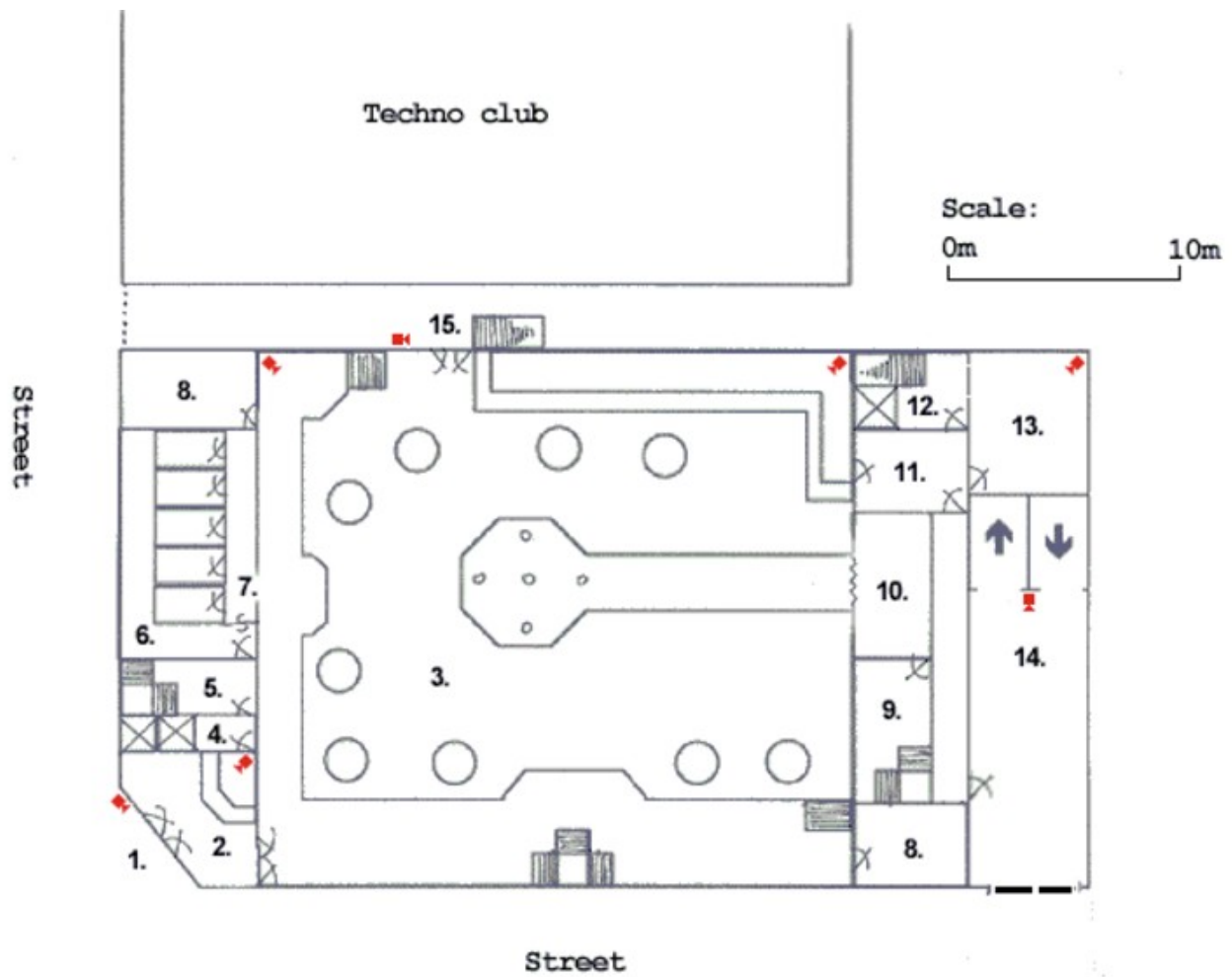
MAP OF NORTHERN MOROCCO



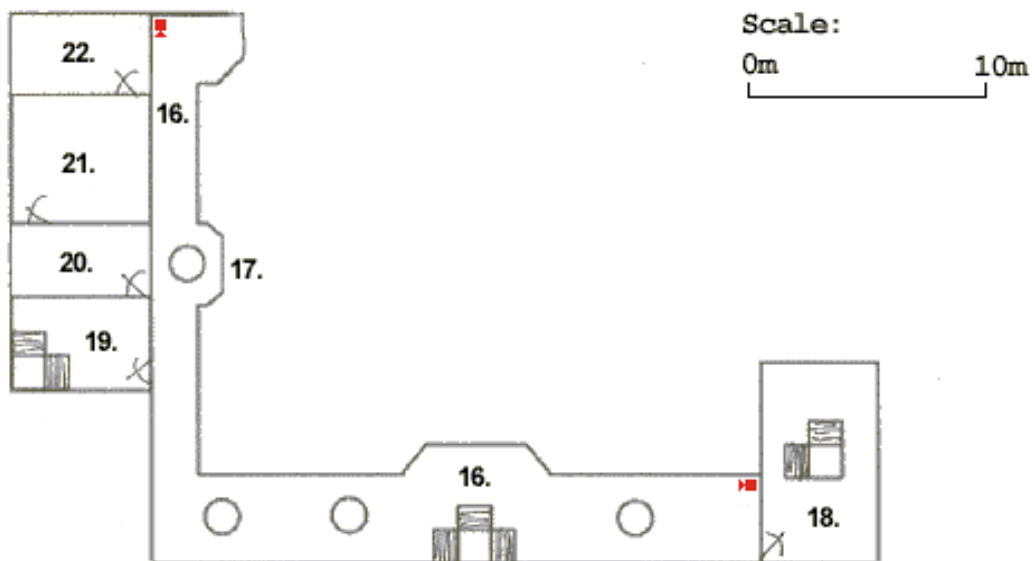
MAP OF TANGIERS



MAP 1: ABUK'S GARDEN GROUND FLOOR



MAP 2: ABUK'S GARDEN MEZZANINE

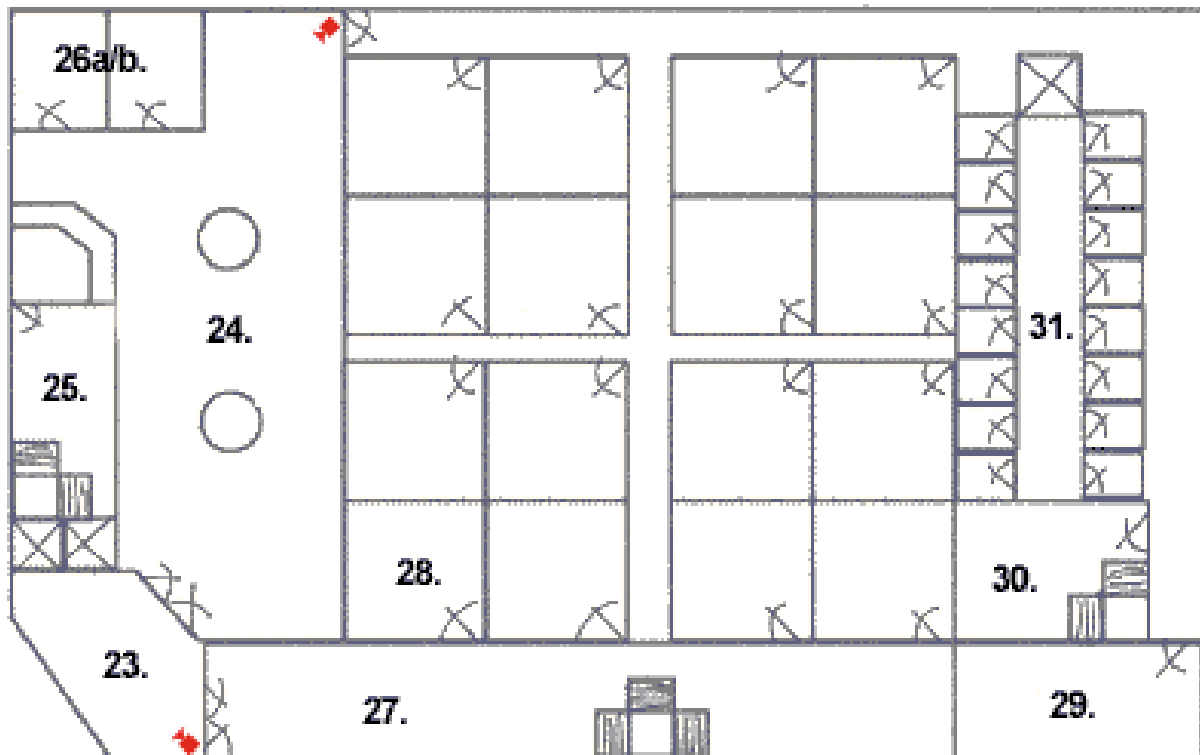


MAP 3: ABUK'S GARDEN FIRST FLOOR

Scale:

0m

10m

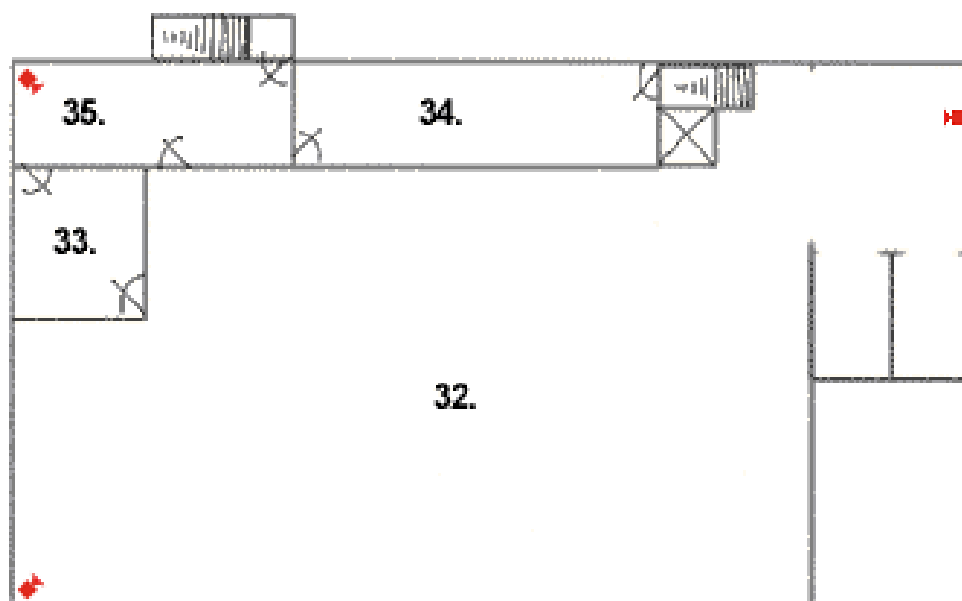


MAP 4: ABUK'S GARDEN BASEMENT

Scale:

0m

10m

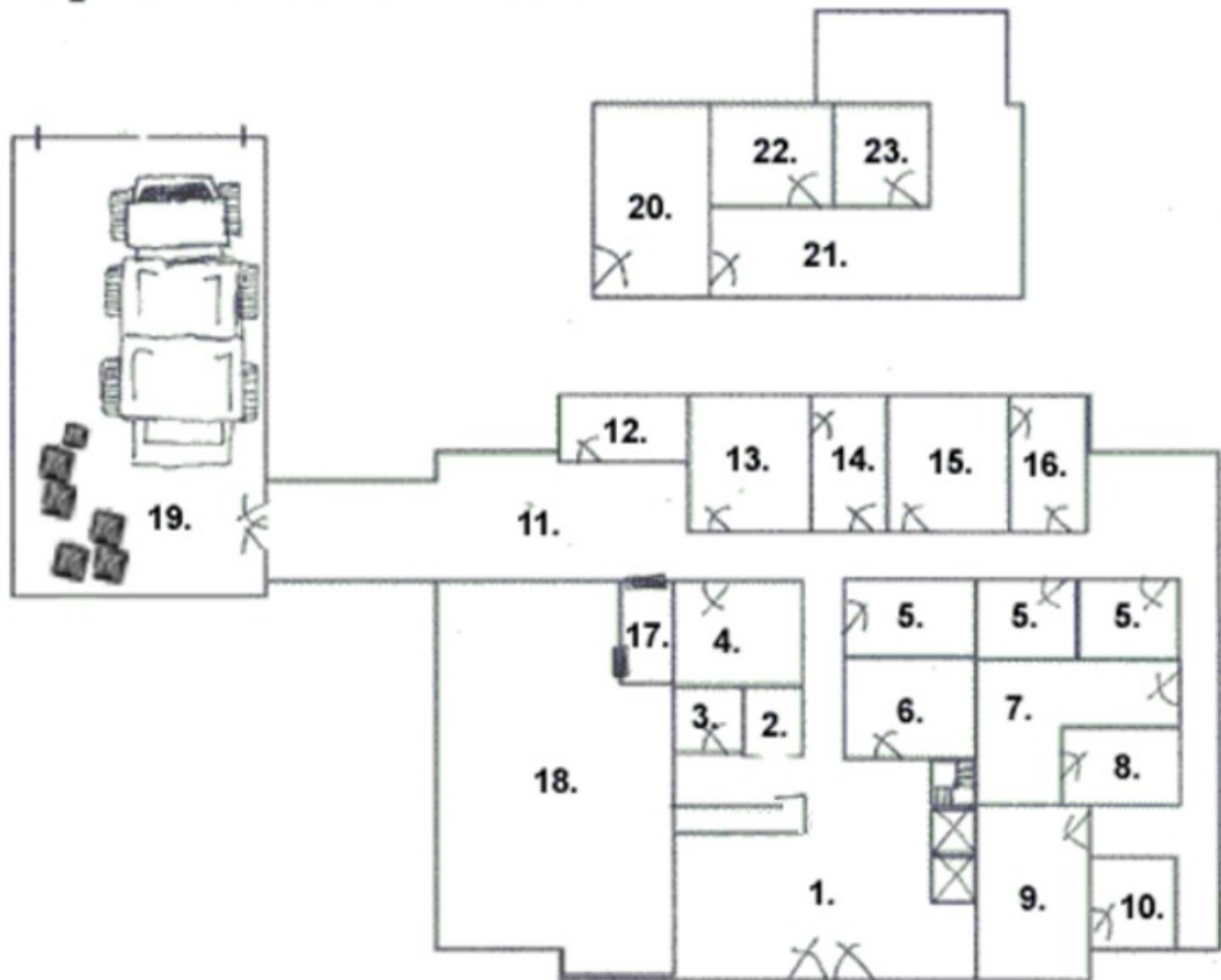


MAP 5: THE HERA CLINIC

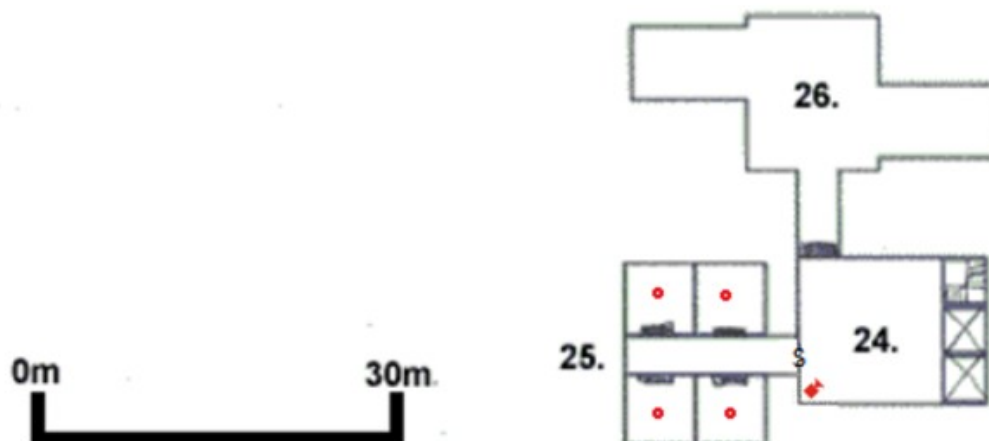


MAP 6-7: HERA CLINIC MAIN BUILDINGS

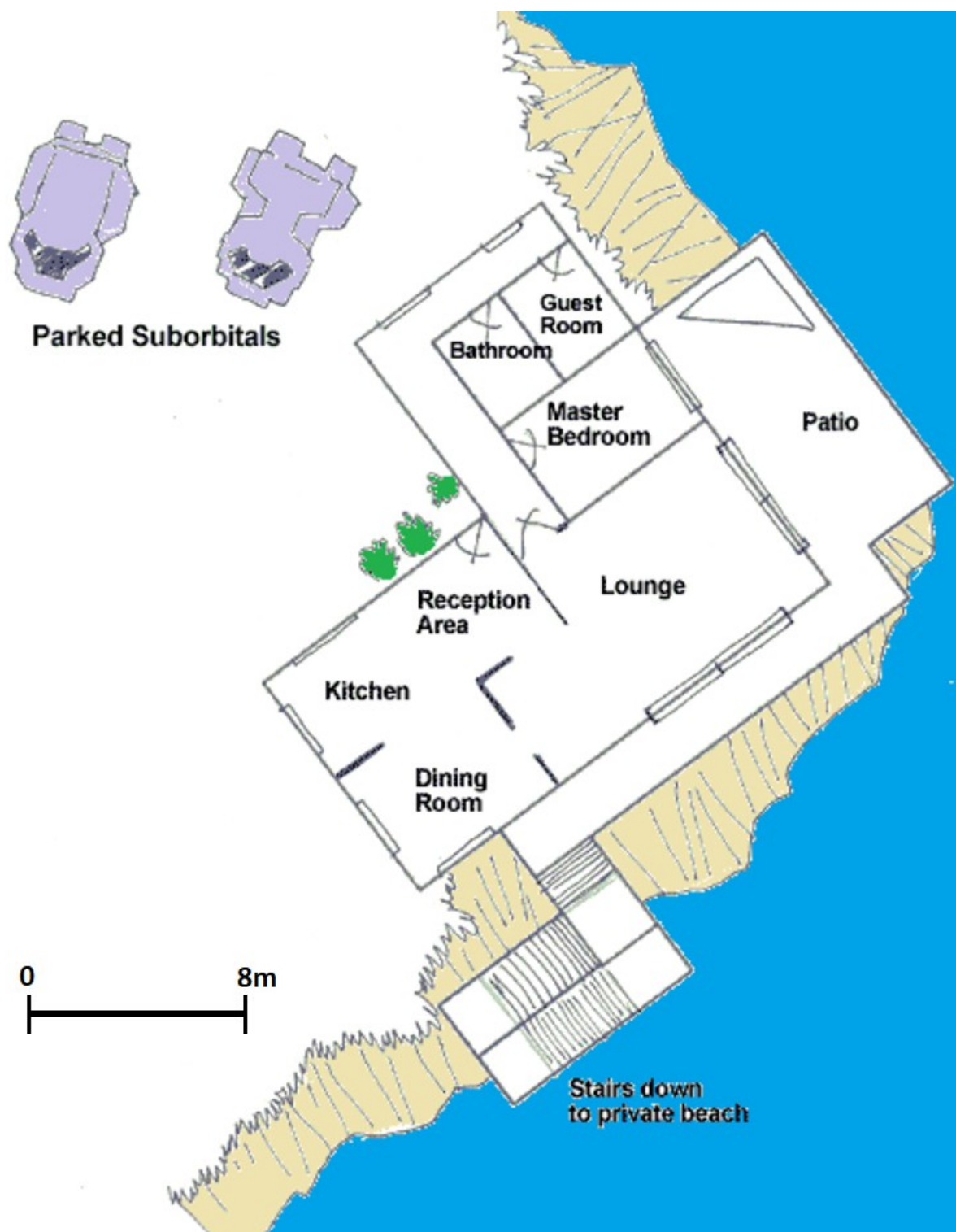
Map 6: Ground Floor



Map 7: Sub-Level



MAP 8: THE VILLA

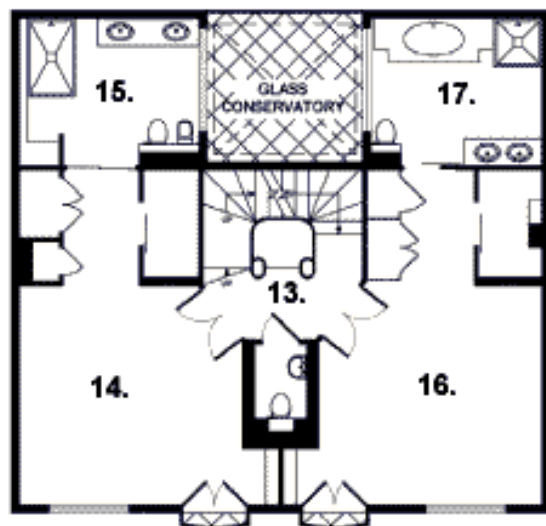


MAP 9: THE HOUSE IN ALEXANDRIA

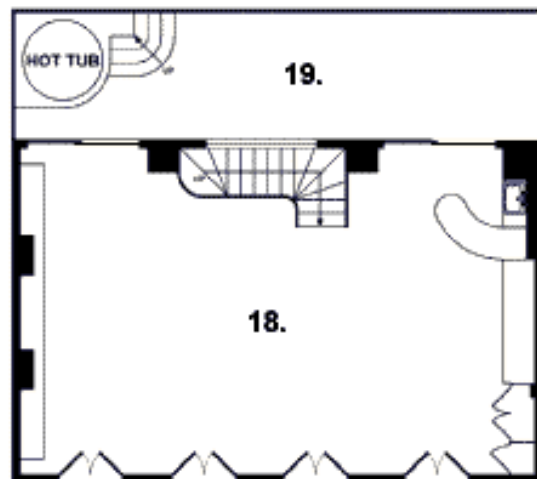
SCALE:

0m

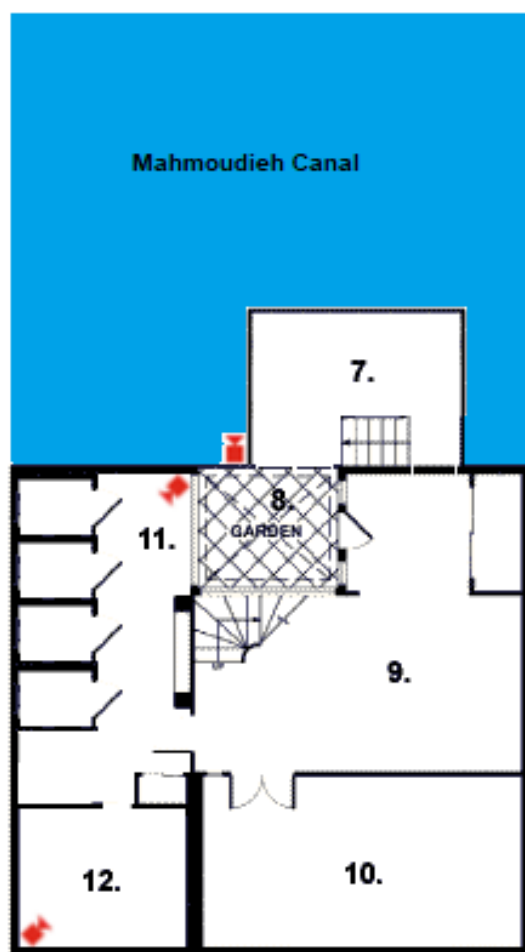
20m



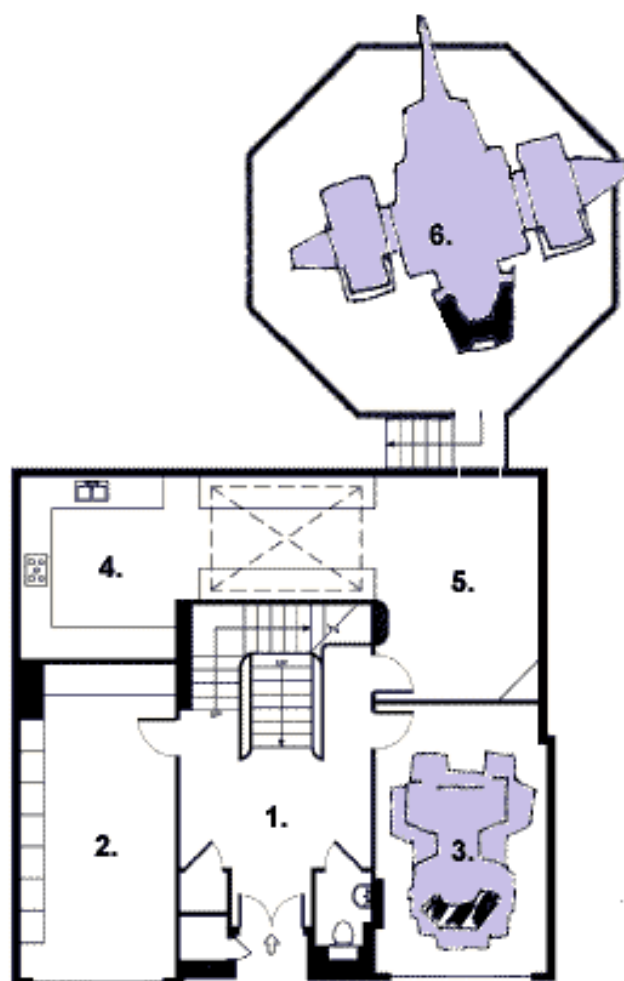
FIRST FLOOR



SECOND FLOOR



LOWER GROUND FLOOR



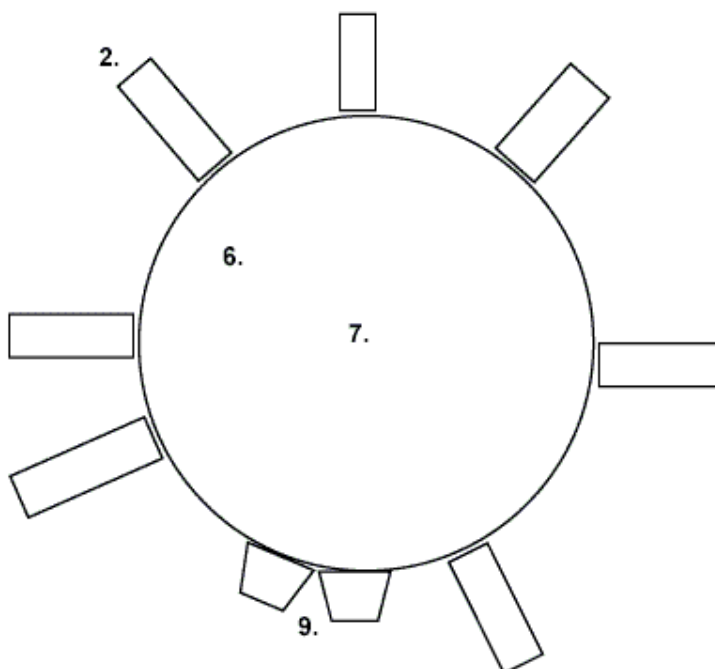
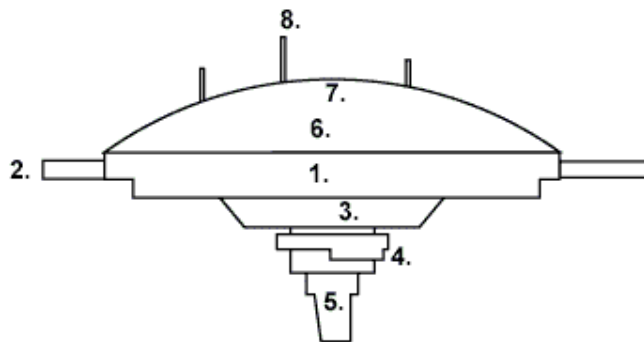
GROUND FLOOR

MAP OF ALEXANDRIA

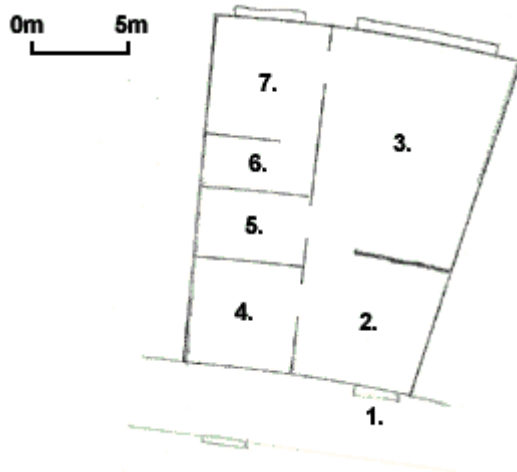


MAP 10: THE ECLIPTIC STAR ORBITAL RESORT

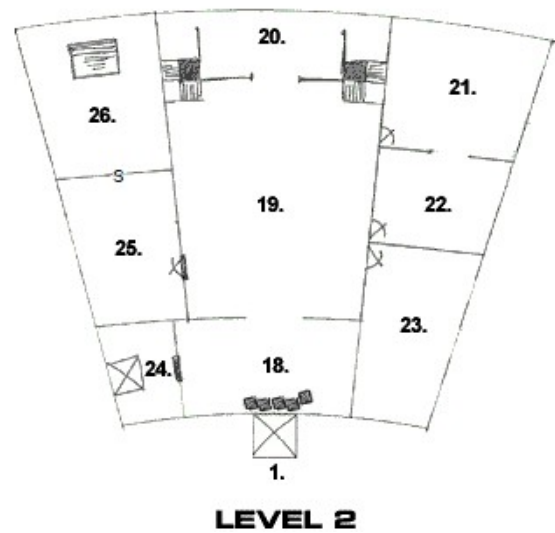
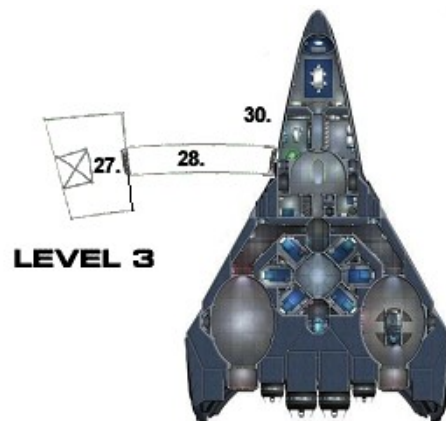
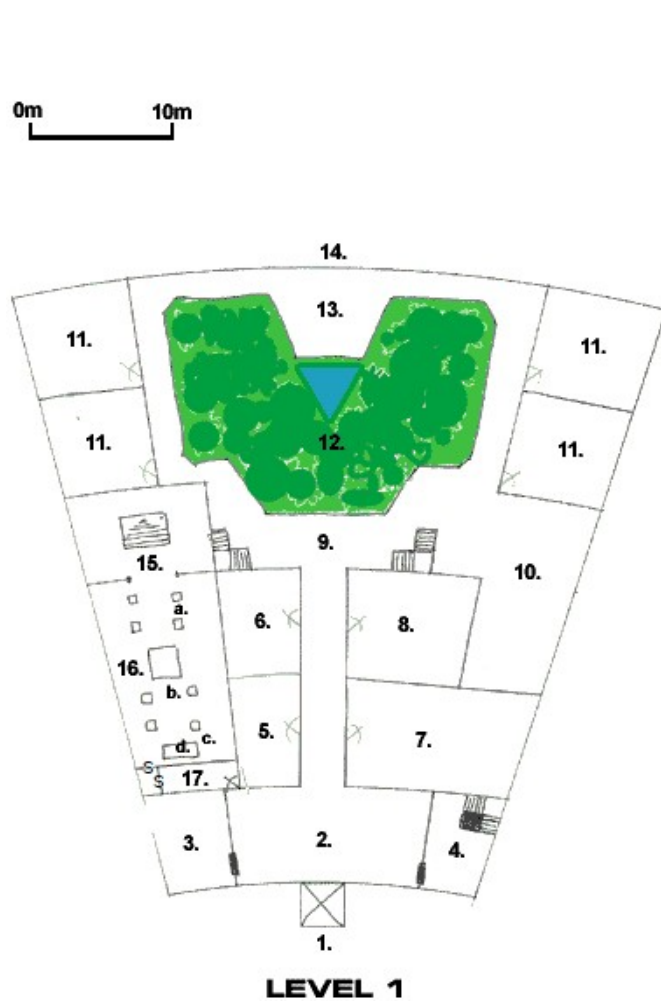
WIDTH: 321 metres
 HEIGHT: 122 metres
 ALTITUDE: 512km (low earth orbit)



MAP 11: A TYPICAL DELUXE SUITE



MAP 12: THE PRESIDENTIAL SUITE



THE POST MODERNISTS

by John Ossoway

The Post Modernists is a Cthulhu Rising NH adventure designed for 3-4 players, though with a little work could be run for a group of up to 6. It is intended to play out as a whodunit murder-mystery, set on a world inhabited by the rich, famous and powerful of United Earth Federation (UEF) society.

The question is: will the Investigators find out who really killed Adeline Voltaire?

KEEPERS INFORMATION 1

Introduction

The PCs have the opportunity to play a mix of professions: a systems analyst from a large software company charged with stopping a public relations disaster which could lose her employers millions; law enforcement representatives from offworld, called in to investigate what initially looks like an open and shut case of accidental death; the retainers of a rich colonist with powerful connections. Brought together by what initially looks like a horrible accident, the more they dig, the less straightforward the case will become. A conspiracy will surface, involving murder, kidnapping, abuse of power and misuse of ancient alien technology...

KEEPERS INFORMATION 2

Adventure Background

10 years ago, a group dedicated to the acquisition of knowledge and artefacts pertaining to the Great Race of Yith succeeded in securing the ultimate collector's piece: a human possessed by a Yithian mind.

Capable of transferring their minds from body to body across the gulfs of time and space, Yithian scientists often swapped minds with beings from other time periods to conduct scientific field studies of other civilisations. The usual procedure involved the unwitting victim having all memory of the experience erased from their mind prior to being returned to their own body.

Any previous attempts to capture a Yithian had always resulted in the mind-swap being reversed, and the captors being left with a very confused individual, but no Yithian. This time was different. Not only had they captured a Yithian, but they had developed a means to prevent it returning to its own body, and built a prison capable of hiding it from the prying eyes of its kin.

The primary reason for capturing the Yithian was to find out how to locate and activate a piece of Yithian technology which the leader of the group, one Benedikt Tannhäuser, had seen described in a set of writings collectively titled the Westermarck Diaries (see Keepers Information 13 for more details). In the diaries

Westermarck made mention of a piece of technology created by the Yithians which allowed communication with their future selves. Tannhäuser had become obsessed with locating this machine, and after many years his research had narrowed it down to the Epsilon Eridani star system. The remaining clues however, were too vague or too cryptic to be of any use.

Coercing the captive Yithian into giving up the exact location of the Yithian Machine was easier than Tannhäuser had expected. If anything, it seemed happy to cooperate, though all the time it persisted in warning them against their course of action.

Years have passed. After a few false starts and at least one disturbing accident, Tannhäuser and his group have learnt how to operate the Yithian Machine, and how to decipher the often cryptic messages received. They still do not know exactly who in the future the messages are coming from, but acting on the knowledge received they have all become very rich.

The Great Race has not given up trying to locate their missing comrade. They have narrowed down a psychic fix to a specific planet – Terra Nova in the Epsilon Eridani star system. Their psychic probes, though invisible to most, have subconsciously influenced several psychically susceptible individuals on the planet, including an up and coming local artist by the name of Adeline Voltaire.

Two weeks ago it was brought to the attention of Benedikt Tannhäuser that a local artist was about to open a new show which featured sculptures of Yithians, a likeness of their human/Yithian prisoner and a likeness of Tannhäuser himself!

Tannhäuser panicked, and after a meeting decided that they had to make sure the show never opened. Unfortunately for Adeline Voltaire, it also set in motion a series of events that resulted in her murder...

KEEPERS INFORMATION 3

Adventure Timeline

This timeline of important events leading up to the start of the adventure will fill in some more background details as well as help Keepers visualise what happened when.

October 2260

A Yithian time traveller swaps minds with scientist Adam Monroe.

January 2261

Tannhäuser hears from one of his contacts about Adam Monroe, and arranges a setup to test if he is the real deal.

Monroe is invited to a party on Mars to celebrate the latest collection by rising young Terra Novan artist Adeline Voltaire. The Yithian has been having fun as Adam Monroe. Becoming unintentionally intoxicated on alcohol, the Yithian allows itself to be hypnotised by an entertainer at the event. Most of the party-goers laughed off his subsequent wild claims spouted while under hypnosis, but the series of events have been carefully staged by Tannhäuser, who is now convinced that the living body of Adam Monroe has been possessed by a Yithian time traveller!

February 2261

Tannhäuser brings Thaddeus Benway, a fellow 'collector' into his confidence. Together they draw a small group of trusted friends together, telling them of the scientist and the device they seek, but initially not of the Yithian connection – "the target is a whacked-out crazy scientist with a wild invention hidden in another star system..."

March 2261

Adam Monroe goes missing on Mars. He has been kidnapped by Henri Kessler, Tannhäuser's 'fixer'. By the time the disappearance is reported, Monroe is already headed out of the system onboard an interstellar transport bound for Epsilon Eridani.

May 2261

Monroe is taken to an island retreat on Terra Nova recently purchased by Tannhäuser. There he is held prisoner and coerced into helping Tannhäuser and his colleagues into revealing the location of the Yithian Machine.

July 2261

Hydra Industries, a front company set up by Benedikt Tannhäuser purchases LV-44, an unassuming asteroid orbiting Hera, a gas giant in the Epsilon Eridani star system. Acting on information from Monroe, excavation at a site on the asteroid begins.

December 2261

The Yithian Machine is discovered deep inside the asteroid.

February 2262

The 'accident' occurs, which results in the apparent death of Neil Bakos, one of Tannhäuser's group. When questioned, the Yithian recommends using a psychic with precognitive powers to operate the machine.

August 2262

Freelance precog Anna Sayuki is kidnapped and forced to operate the Yithian Machine. She sees future events that allow Tannhäuser and his colleagues to make several very advantageous business moves. The group quickly becomes very rich.

November 2270

From the distant past the Great Race has been sending out a psychic probe in an attempt to locate their missing traveller. While designed to pinpoint Yithian minds, it also unintentionally affects the minds of human psychics. Latent psychic Adeline Voltaire is influenced by the signal, and starts sculpting figures that bear an uncanny resemblance to Yithians, the missing scientist Adam Monroe and Benedikt Tannhäuser...

1st March 2271 (1.5 months ago)

Adeline Voltaire gives an exclusive interview to a local arts zine, about her upcoming exhibition (opening on 1 st May), tentatively titled 'Impressions of the Future'. A photo of one piece is leaked – a stylised Yithian carved from space-rock in Voltaire's already familiar style.

Tannhäuser sees the article and sends his fixer Henri Kessler, disguised as an art dealer, to find out more. Kessler visits Adeline Voltaire, and manages to steal a sketchbook and some data files. The contents convince Tannhäuser and his colleagues that Adeline Voltaire's exhibition can never see the light of day. Henri Kessler is ordered to formulate a plan which will deal with both artist and artwork.

6th April 2271 (8 Days Ago)

Arik Silverman – a gifted software engineer in the employ of Henri Kessler – covertly penetrates Adeline Voltaire's home computer network and deposits several pieces of software in a ghost partition on her data core.

8th April 2271 (6 Days Ago)

Adeline Voltaire takes her private suborbital to visit her father, Lucien Voltaire, at his private estate.

11th April (3 Days Ago)

Adeline Voltaire returns home from visiting her father.

12th April 2271 (2 days Ago)

Adeline Voltaire goes out to the bar Fibonacci's in Paradise City with friends. While Adeline is out, Arik Silverman uploads new programs to the robots in her studio.

Adeline returns home with her occasional lover, playboy Hunter Cassavetes. Hunter leaves at around 11pm to go meet friends at the exclusive nightclub 'Quark' at Echo Beach, further up the coast.

13th April 2271 (1 Day Ago)

In the early hours of 13th April (3am), Adeline Voltaire awakes, inspired by another dream, and goes to her studio to do some work. Activating the robots, they attack her, using their laser cutters to dismember the artist.

Silverman then performs a low level format of all files pertaining to the sculptures on Voltaire's computers, and plants a logic bomb on her data server. He then accesses her remote data backups at Azumi Data Storage and deletes all her backups of the artwork, using Adeline's own login. Unknown to Kessler, Silverman takes a copy for himself.

Kessler arranges for police officers on his payroll to be first on the scene when the death of Adeline Voltaire is eventually discovered and reported, allowing them to

NEW HORIZON, campaign pack MB2.2

remove any remaining physical items pertaining to her artwork (sketchbooks etc).

Later that same morning, a cleaner arrives at Adeline Voltaire's coastal villa and discovers her body...

14th April 2271 (Today)

Detective Sergeant Owens of Paradise City P.D. attends the crime scene, and his initial report finds that Adeline Voltaire has been the victim of a terrible AI accident.

Azumi Smart Systems assign one of their systems analysts to perform forensic analysis of the robots.

Lucien Voltaire, father of Adeline, refuses to believe his daughter's death was an accident. He calls in some serious favours and succeeds in getting two FLEA agents who were passing through the system assigned to investigate the case further. Local police are not happy...

If the adventurers are not FLEA agents, they will be contacted by Michael Forster from the Suttan Institute. Forster has been called in to help by his old friend Voltaire. Adventurers will be able to conduct their investigation with a status equivalent to that of a FLEA agent.

KEEPERS INFORMATION 4

The Yithian Machine

This Yithian Machine was constructed by the Great Race of Yith prior to their arrival on Earth over 250 million years ago. It lies within a hollow sphere constructed of unknown metal, which itself is encased in an asteroid orbiting Hera, a gas giant in the Epsilon Eridani star system. The Yithians do not like to talk about the machine, and only they know why it is so entombed.

The Yithian Machine is a communicator, which is capable of forming a quantum telepathic link to exchange knowledge across time. In Cthulhu Rising the Many-Worlds interpretation of quantum mechanics is assumed, and the device allows participants to form neural links with their past, future, and alternate selves via the instigation of quantum superposition states.

The machine cannot be used to change the past in order to change the present. Consistent with the assumption of the Many-World interpretation, the timelines that send back information via the Yithian Machine continue along their predetermined world line, and the present day communicators branch off along a new timeline.

Tannhäuser and his have been using the Yithian Device to learn valuable information about the future, using this knowledge to increase their own wealth and power.

The Accident

The Yithian Machine proved to have some adverse side-effects. Shortly after it was first activated, Neil Bakos, one of Tannhäuser's group, attempted to operate the machine, and something very bad happened. The device

removed his entire world-line, unstitching it from reality, back to a point where the current world line established he had died in a suborbital accident back on Earth. Only those who were in close proximity to the accident when it occurred can remember his original world-line. Naturally this has caused some sanity problems for at least one other member of the club...

Questioning the Yithian, it was established that the device does not respond well to baseline human minds. The device responds better to Psychics Precogs. The Paradise Club have since kidnapped a Precog and are forcing her to use the Yithian Machine.



INVESTIGATORS INFORMATION 1

Epsilon Eridani

Epsilon Eridani is a star system located about 10.5 light-years (ly) away from our Sun, Sol. Somewhat smaller and cooler than our own Sun, Sol, this orange-red dwarf (K2V) is a relative young star and also less luminous than Sol.

A planetary system was detected orbiting Epsilon Eridani in the early 21st century, and when exploration craft arrived they found six planets and a large asteroid belt. The second planet, Terra Nova, has been colonised since the First Exodus (2128), and Hera, the larger of the two gas giants present, has several colonised moons.

Orbit	Name	Description
1	Valin	Mercury class rock
2	Shaw's World	Hothouse
3	Terra Nova	Terran
4	Hera	Gas giant
5	The Eridani Belt	Asteroid belt
6	Epsilon Eridani V	Gas giant

INVESTIGATORS INFORMATION 2

Terra Nova - Class 1 Colony [Map 1]

Terra Nova is one of the richest planets in colonised space, in terms of the standard of living of the inhabitants. It is a nearly ideal world possessing an idyllic, terran ecosystem; much like Earth must have been before humanity spread across the planet.

During the early stages of colonisation, the consortium of corporations involved successfully pressured key individuals in the United Earth Federation Space Administration to place restrictions on emigration to Terra Nova. Because of this, the planet has become a home for an exclusive group of the richest people in the United Earth Federation (UEF); retired politicians from Earth and wealthy stockholders from dozens of corporations have settled here with their families, and have lives of great ease.

It is noteworthy that the people who live on Terra Nova are not those who currently have power. They are people who have traded their power for simple wealth, and who are now reaping the benefits of that decision. Terra Nova is also a popular holiday destination for Earth's uber-rich.

The majority of the resorts, wildlife parks and estates lie in the planet's lush southern hemisphere. There is little heavy industry on Terra Nova itself outside of that required to keep the resorts and private estates going. What there is lies in the northern hemisphere, and consists mostly of specialist agriculture, waste processing, recycling and light manufacturing.

Most of the heavy industry, as well as the personnel necessary to operate that industry, have been consigned to several orbital stations, and the moons of the gas giant Epsilon Eridani c - Hera.

Planetary Statistics

Distance from Star:	0.85 AU
Radius:	8027km
Equatorial Circumference:	25220.7km
Gravity:	0.92G
Orbital Period:	310 days EST
Rotation:	16 hours EST
Mean Temp:	291K/18°C
Atmosphere:	1.10 atm (N2 77.01%, O2 22.14%, Ar 0.47%, CO2 0.38%)
Water/Ice Index:	71%
Population:	7.2 million
Political Affiliation:	Core Systems (UEF)
Moons:	1
Orbital Facilities:	A multitude of orbital facilities.

Most are in L4/L5 orbit.

Other planets in the Epsilon Eridani star system will be detailed later in the adventure.

INVESTIGATORS INFORMATION 3

Crime Scene Part 1

The adventure opens with the Investigators arriving at the crime scene, dropping them right into the investigation.

"Find out who murdered my daughter."

The last words spoken to you by Lucien Voltaire play over and over in your head on a loop, as your suborbital begins its landing approach to the crime scene.

Terra Nova. Playground for the rich, famous and powerful of Federation society. A planet inhabited by people with tastes far too expensive and exotic for your blood.

Events have moved fast. Ex-colonial administrator Lucien Voltaire obviously still has a lot of political weight, because he has managed to get you assigned to a murder investigation, the victim being his youngest daughter, Adeline Voltaire.

He calls it a murder investigation anyway. The local police certainly aren't calling it murder. Their verdict is accidental death, and before Lucien Voltaire started pulling strings they were ready to close the case after only a day of investigative work.

A weather front has blown in unexpectedly from out at sea, causing your suborbital to make a bumpy landing at the beach-house of Adeline Voltaire. Rain starts to lash down in sheets as you gather your equipment and your thoughts, and prepare to meet your local police liaison...

The local police liaison assigned by Deputy-ColSec Commissioner Blake is Harriet Fourier. Harriet is young and very excited about working with FLEA Special Agents. As the rain lashes down she will be hunched inside a raincoat – complete with built-in electrostatic repellent pores – trying to stay as dry as possible.



The Beach House (map 2)

The landing site is 844 Paradise Coast Road – a luxury beach-house approx 50km up the coast from Paradise City. There are ColSec units stationed outside the building, and inside the crime scene (an artist's work studio separate from the main house) is taped off.

Fourier will quickly lead the Investigators inside, past James Player, Paradise City News, who will try to ask awkward questions as they pass.

"James Player, Paradise City News. Care to comment on the rumours that Lucien Voltaire has dismissed the accidental death verdict of the local police department, and believes his daughter Adeline Voltaire was in fact murdered?"

As they enter the Beach House through the police smart-seal, it will be obvious that the recently deceased owner had a lot of money. The rooms are all decorated in the latest retro-Jugendstil stylings (essentially an updated art nouveau), with expensive looking objects d'art positioned here and there.

Fourier will outline the case details: The house is owned by the recently deceased – Adeline Voltaire, daughter of Lucien Voltaire. Adeline Voltaire was an up and coming artist – a sculptor who was noted for using reconditioned mining robots to sculpt and laser-etch rock imported at great expense from the Circum-Hera system. Something obviously went wrong, because it appears that she became her latest – and final – sculpture. Sometime last night her robots dismembered her instead of sculpting rock.

Give the Investigators the following handouts:

1. Investigators Handout #1 Terra Nova
2. Investigators Handout #2 The Police Report

Keepers should retain a copy of each of these for themselves for reference.

The Investigators will be free to search the property to gather clues, if accompanied by Officer Fourier. Only those rooms with relevant clues are described in detail. Keepers should feel free to describe the other rooms as they see fit.

The Data Core:

Like most houses on Terra Nova, the beach house has a dedicated data core. Essentially a local file-server, data cores have a dedicated connection to Terra Novan Networks (TNN) and are mainly used to store software and personal data files. The entire storage capacity of the Beach House data core has been overwritten multiple times with millions of lines of seemingly random computer code. Closer examination (Data Analysis plus 2d3 hours of time) will reveal a pattern – the random code is actually garbled machine code – as if the mining robots copied random parts of their software to the data core over and over. Why they did this is not clear.

A Computer Security check will reveal little of use on the data core. Any data that was on the core is long gone.

Below are two possible avenues of investigation open to a Computer Specialist:

1. If a smart Investigator thinks to look into whether there are any data backups, a quick check with TNN will reveal that Adeline Voltaire's data core had a scheduled nightly backup. The data was encrypted and beamed to an orbital Azumi Corp data storage vault. See The Investigation 5 for following up this lead.
2. TNN utilises a lot of distributed networking, but still retains log files of network usage. Log files for Adeline Voltaire can be requested, but checking through them is a laborious task, even if assisted by an AI. After 4+1d4 hours, allow a Data Analysis check. Success will reveal the intrusion by Silverman into the data core from 7 days ago. See Investigators Information 4 for more details about what is discovered.

The Garage:

There is a sleek and expensive-looking yellow suborbital in the garage. A cursory check of its flight logs will show when it was last used: 11th April, 3 days ago. The flight-plan shows that on this day, the car flew Adeline back from her father's estate.

The Kitchen:

The kitchen has all the latest appliances, and shows signs of recent use. The fridge is full of fresh food. There is a half-empty bottle of wine (from the best Terra Novan vineyards) and two glasses on the kitchen table.

Search:

If the glasses are checked for DNA, they will bring back 2x matches – Adeline Voltaire and Hunter Cassavetes (see The Investigation 4 – Witnesses for more details about Hunter, and his NPC capsule).

The Master Bedroom:

The best way to describe the master bedroom is opulent. The bed is made from darkest Barskog Wood imported from Proxima II; the sheets are purest Anjunan Silk; a rug woven from the orange pelt of the Asterion Wooz – Wooz lies on the floor; the floor itself is laid with SmartTiles, depicting a rippling blue ocean (complete with ambient sound); wardrobes line one wall, filled with expensive clothing. The bed shows signs of recent use, and the SOCO DNA sweep found evidence of sexual activity. On the bedside table is an open bottle of tranquilizers.

The Office:

This is where Adeline did her administrative work. There is a desk and chair under a large window. On the desk is a PDA plugged into a docking station, a pot of cold coffee, a half eaten box of Chinese noodles, and a packet of cigarettes. One wall is covered in photos, flyers and magazine clippings.

Search:

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- Pinned to the wall is a page from a local magazine called ArtZine. The page has an interview with Adeline Voltaire (Investigators Handout #3)
- Underneath the desk is a box full of flyers for Adeline Voltaire's show (Investigators Handout #4).

The Work Studio:

The scene of death is the outhouse/work studio used by Adeline Voltaire to create here pieces of sculpture. The studio is rectangular, 10m x 5m x 5m, with two recessed work areas each measuring 2.5m x 4m x 3m. A track around these work areas has 3x mining robots mounted upon it (one had been removed for analysis by the SOCO). Every surface in the Work Studio bears some burn damage. The robots appear to have attempted to cut up every object present.

The Sculptures

Adeline Voltaire used black meteoric rock in her sculptures, imported at great expense from the Circum-Hera system. The robots have done a good job of turning the sculptures which occupied one work area into large piles of debris. SOCO have catalogued over 400 individual pieces of rock, and reassembling them is going to take a long time. Examining individual pieces, one can occasionally see hints of what the sculptures once were. Some appeared to have featured human figures; some appeared to have featured some plantlike structures.

The Robots

Initial examination identifies these as modified Azumi Smart Systems AR-23 mobile mining arms. The mining robots have been modified for use as remote sculptors, programmed to laser-cut and etch rock positioned in the work areas.

Data Analysis/Robotics

The robots owned by Adeline Voltaire had had bespoke software written for them (by Azumi Smart Systems several years ago), based on precise surgical procedures, enabling much finer control over their cutting routines. Each robot has a low-grade Delta Level AI installed, capable of performing autonomic operations only from a pre-loaded set of templates. Any templates would have been on the data core or in the individual robot memory buffers. The data core is ruined, and the buffers are empty.

The Control Deck

In between the two work areas is a control deck, from where an operator can control the actions of the mining robots. The control deck ran using software that installed on the data core, and so is now inoperable.

Adeline would first sketch her ideas, and then build 3D models on her office computer. These 3D models would become work templates for the robots in the Work Studio. Adeline Voltaire's dismembered body was found in this control area. The positions of where the body parts came to rest are marked on the floor.

The Work Areas:

There are two work areas recessed into the studio floor. One contains the debris of what was once Adeline Voltaire's upcoming new collection of sculptures. The other contains an unsculpted chunk of rock cut into about half a dozen pieces.

THE INVESTIGATION 4

Witnesses

These are the witnesses that the Investigators will probably want to speak to initially. Full details for each can be found in their NPC capsules in Appendix A: Dramatis Personae.

Name	Description
Lorna Janowitz	The Domestic Help
Hunter Cassavetes	The Occasional Boyfriend
Officer Dunne	First Cops on the scene
Officer Fife	First Cops on the scene
Detective Owens	Investigating Officer
Mina Singh	The SOCO Officer
Sara Langstrom	The Pathologist
Lucien Voltaire	The Distraught Father
Tameka Mandela	The Friend
Anwar Hartzfeld	The Friend

THE INVESTIGATION 5

The Vault

Azumi Corp has an orbital data vault in L4 orbit around Terra Nova. The Vault touts itself as the most secure data storage facility in the system, and Azumi is able to charge a large premium from its clients because of this claim. Unless the Azumi Corp Systems Analyst is in the group, Investigators will have a lot of trouble gaining access to The Vault. It may take a call to Lucien Voltaire to persuade Azumi Corp to grant limited access. Remote access to the facility is not allowed outside of scheduled data backups, so someone will have to go up there in person.

Provided the Investigators have been granted access, Adeline Voltaire's data backup can be accessed from the data vault. A successful Data Analysis or Computer Security check will make it obvious that the intrusion of 7 nights ago was not limited to Adeline Voltaire's local data core. The same intruder gained access to her data backup volume on the night Adeline Voltaire died. Files were taken, and then all files and incremental backups – including those pertaining to her upcoming exhibition Impressions of the Future, have been erased. The time of deletion was at 03:18 – 18 minutes after Adeline Voltaire's recorded time of death.

A Computer Security check will reveal that both times the intrusion was routed via an anonymous proxy satellite (designed to maintain privacy when surfing). This initially looks like a dead end, but when accessing The Vault the intruder made one crucial mistake – files were taken before deletion, quantum encrypted and

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routed to a visible IP address. See The Investigation 7 for more details.

If the Investigators have spoken to Hunter Cassavetes, they will know that Adeline had a Beta Level Simulation hidden in a ghost partition on her data core, which was backed up once a week. Knowing this will enable them to look for and locate a similar partition on the backup volume. Otherwise allow a Computer Security check to spot it. See The Investigation 6 for more information.



INVESTIGATORS INFORMATION 4

Log File Analysis

Examining the TNN log files for Adeline Voltaire's data core and internet use will reveal that there was an intrusion into Adeline Voltaire's home computer network 7 days ago. The intruder created a ghost partition on the data core (which is still there), and deposited several pieces of software therein. A Computer Programming check will be able to reveal that the software is a package of intrusion tools used by hackers. Another piece of software is an automated script designed to delete the inbuilt safety protocols of the Azumi AR-23. The protocols are designed to prevent accidents of the very type that killed Adeline Voltaire. An area in and around the control deck is programmed as a 'dead zone' which the robots cannot operate inside. There are also a set of AI templates containing new sets of instructions for her robot sculptors. The new orders instruct them to dissect anything their motion sensors detect moving as soon as they are activated after a particular local timestamp, and to then dissect anything in the two work areas.

THE INVESTIGATION 6

Waking The Dead

A Beta Level AI is a synthetic mind and personality – essentially a construct, and there is no true self-awareness as such, though this may not be all apparent to an untrained observer interacting with a unit. Beta Level AI is based on a set of algorithmic responses, the

software creating a predictive model for how an individual would respond in a given situation. This allows the illusion of personality.

In recent years it has become fashionable amongst the rich and famous to have Beta Level simulations of themselves created, usually in holographic form only, though some have gone further and had androids created in their own image.

Adeline Voltaire's Beta Level AI simulation was stored on the data core at the Beach House, but this local copy was destroyed along with everything else on the core on the night of her murder. Luckily, it was backed up along with the rest of her important data at weekly intervals to the Azumi Data Vault. The current backup copy of the Beta is from 6 and will be shocked to find out that Adeline has been murdered. It behaves just like Adeline Voltaire would have, and can be questioned to a point, and some clues might be learnt. Things they might learn:

- Adeline Voltaire had backups of all her 3D models for her sculptures. They should be at The Vault too. Unfortunately they have all been deleted.
- Adeline often worked from sketchbooks before beginning modelling the sculptures in a 3D virtual environment. These sketchbooks were nominally kept in her office, but could conceivably be anywhere in the Beach House.
- Adeline was in love with Hunter Cassavetes.
- If interrogated about the latest show, the Beta has little knowledge. Adeline didn't allow any form of recording in her studio. The Beta does know that the inspiration came to Adeline in vivid and sometimes frightening dreams. They involved a repeated image of a man's face, and other, less human forms.

THE INVESTIGATION 7

Point Of Origin

The IP address where the hacker sent the quantum-encrypted files can be traced though a score of orbital routers until a point of origin is located – Anteros, one of the moons orbiting the gas giant Hera. The address is actually that of a router used by a cluster of rented industrial units in Ferrisville, the largest settlement on the moon.

The Investigators will need to requisition a ship to get them to the Circum-Hera system. They have two obvious choices:

1. Ask Lucien Voltaire. This is the most obvious choice, and Lucien will quickly put an IP Shuttle at their disposal, with pilot if necessary.
2. Ask the local ColSec Force. This will be more difficult, but some good roleplaying and a few Fast Talk and Bargain checks will secure a ColSec corvette and crew for a limited duration. Lawton-Wright Station has a dozen police

cutters, half a dozen corvettes and two deep system cruisers. Only deep system cruisers are interstellar-capable. The ships are rotated through patrols so that half are usually docked for emergencies

INVESTIGATORS INFORMATION 5

Orbit 4: Hera

3.3 AU out from Epsilon Eridani, the planet Hera is classified as a gas giant, and is composed of hydrogen, with small proportions of helium and other trace elements. The interior consists of a small core of rock and ice, surrounded by a thick layer of metallic hydrogen and a gaseous outer layer.

In appearance the outer atmosphere of Hera is uniformly green, striated into bands of different hues. Hera has an intermediate strength magnetic field, and has a prominent system of rings, consisting mostly of ice particles with a smaller amount of rocky debris and dust.

14 known moons orbit the planet. The largest is Anteros, which is the site of a colony base.

INVESTIGATORS INFORMATION 6

Circum-Hera 8: Anteros

Anteros is the largest of the 14 moons orbiting the emerald green gas giant Hera, and is the hub of colonial activity in the Circum-Hera system.

Like the Galilean moons Anteros is composed primarily of silicate rock and water ice. It has an iron-rich, liquid core, with a saltwater ocean is nearly 200 km below the surface, sandwiched between layers of ice. The water is kept liquid due to deep geothermal activity caused by Hera's gravitational influence on the moon. Anteros possesses a magnetosphere, likely created through convection within the liquid iron core.

The moon is the centre for all Circum-Hera mining operations. The largest settlement is Ferrisville, located in and around the Cameron Chasma, a 3km deep fissure that runs around the moon for almost half its circumference.

Planetary Statistics

Distance from Star:	3.3 AU
Radius:	3451km
Equatorial Circumference:	21683.27km
Gravity:	0.59G
Orbital Period:	27h 22m (around Hera)
Rotation:	17 hours EST
Mean Temp:	117K/-156°C
Atmosphere:	0.00587 atm (trace elements)

only)

Water/Ice Index:	11%
Population:	0.15 million
Political Affiliation:	Core Systems (UEF)
Moons:	0
Orbital Facilities:	Orbital transfer station

Approximate travel time from Terra Nova orbit to Circum-Hera is 3 days at 1G acceleration.



THE INVESTIGATION 8

The Ferrisville Connection

An acentric arrangement of geodesic domes, landing platforms and other ancillary structures, Ferrisville is the largest settlement in the Circum-Hera system. The official census figures put the population at 150,000, but due to the large numbers of miners and prospectors who pass through the settlement, both freelancers and employees of one of the big mining corporations, the population is often much higher.

Independent cargo ships have taken to stopping off at the Ferrisville Swarm, as it much cheaper than paying the exorbitant docking fees of the Terra Novan orbitals.

This transient population make policing Ferrisville a challenge to say the least. The small ColSec force spend most of their time preventing simmering rivalries between the mining corps from boiling over into a shooting war. Uniform spend most of their time in riot gear. As such they really don't have resources to spare the Investigators (generous Keepers may allow a Bargain check here to get a single patrol unit – 2x patrol officers).

The rented industrial units using the router linked to the Voltaire Case are all located in the same area of Ferrisville, in a district built into the side of the Cameron Chasma. They are as follows:

- Dubrovnik Wholesale
- Ouroburos Mining
- The Axis Mining Agency
- Miller Suborbital Repairs

■ Hydra Industries

The first four are legitimate companies. The fifth, however...

KEEPERS INFORMATION 5

Hydra Industries [Map 3]

A holding company set up by Henri Kessler, Hydra Industries is one of several front companies used to facilitate his many less than legal business ventures. On the company books Hydra Industries is recorded as trading in Diversified Interests, and the office on Anteros is listed as being a repair shop for industrial robots. The Investigators will not be able to contact the company director Mr Jorgenson, because he does not exist.

Hydra Industries is located in a rented industrial unit – one of a block of 5 built into a cavern mouth in the Cameron Chasma wall. The cavern has been levelled and converted into an open plan loading area, and the units resemble nothing so much as the type of industrial units found in railway arches back on Earth. Each unit is an identical build, and plans can be obtained from the local ColSec office if requested by the Investigators.

In the Hydra Industries unit there are usually 2 human inhabitants: Jan Horrigan and Arik Silverman. By the time the Investigators arrive on Anteros, Silverman will know they are coming. He already knows someone from Terra Nova has been pinging the local router, and has tasked an AI to monitor all arrivals on the moon.

When he sees the Investigators arrive in the cavern via his surveillance suite, he will phone Horrigan to alert him before beginning his escape plan. See The Investigation 10 for more details about what this involves. Horrigan will not be in the unit when the Investigators arrive, but will take Silverman's call as he enters the Cavern (#1). One of the Investigators (Keepers choice) will see Horrigan talking into a phone, make eye contact with him/her, then turn around and briskly walk away. If hailed he will break into a run and disappear through a cave entrance. See The Investigation 9: Hot Pursuit for more details.

See map 3 for location details at Hydra Industries.

1. The Cavern:

The cavern is roughly 100m long x 30m wide x 10m high. The 5x industrial units are stacked in what was the cave mouth. Each is roughly 20m wide, surrounded by spray-rock. Several cargo trucks are parked here, and along the inner wall are cave-entrances leading into the subterranean levels of Ferrisville. Chains from several overhead cargo cranes hang 5m overhead. Each unit has a large garage style door with metal shutters, and a personnel sized door to the left of it.

Spot Hidden:

During office hours, people will be seen entering and leaving all the units except for Hydra Industries. The Hydra Industries shutters are down, and the unit looks dirty and uninhabited.

2. Reception:

The front door into Hydra Industries is locked, but can be forced (STR vs. 14) or picked using an Electronics Security check. Inside is an unused and very dusty shop. There is a shop counter coated in a thick layer of dust, and empty shelves and racks. Two doors lead out of here. One is labelled staff only, and the other manager's office.

Spot Hidden:

Footprints in dust on floor lead from front door to the door marked staff only at the back of the shop. There is a tiny CCTV camera in the ceiling watching the shop.

3. The Empty Office:

An empty office which is as dusty as the reception. Furniture is stacked against one wall. A door leads out into the Storage Garage (5).

4. The Corridor:

The floor of this corridor is well used.

Footprints lead in both directions.

5. Warehouse:

The warehouse is filled with a jumble of cargo containers, crates, machine parts, partially dismantled robots and suborbital engine housings etc.

Occupants:

The majority of the robots in this chamber are disguised to look dismantled. They are actually fully functional and in standby mode. Silverman has removed their behavioural inhibitors and loaded them with illegal military software. By the time the Investigators get into this room, Silverman will have sent them the activation code. See NPC statistics for details.

6. Airlock:

The airlock cycles in 60 seconds, and contains emergency equipment such as compression suits, medical kit, spare air, etc.

7. Hangar Bay:

Sat in this hangar bay is a small interplanetary shuttle, shaped like a sleek black snake-head. It is prepped for take-off at all times. The shuttle has a Gamma Level AI autopilot, preprogrammed with several flight plans. The currently active flight-plan will take the shuttle to LV-44 (see Keepers Information 6: LV-44).

A Pilot Aerospace check is required to override this flight-plan. There is 1x other flight-plan in the shuttle data core, which will take the vessel to either one of the Terra Novan docking orbitals, or directly to The Island (depending on how badly the Investigators are doing, or how generous the Keeper is feeling).

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8. Common Room:

This room shows recent use. A table is littered with fast food containers, Mai Jong tiles and E\$; two comfy-looking chairs are positioned in front of a large LCD TV screen; Several crates of Red Star Beer are stacked in one corner.

9. Galley:

The galley is full of cardboard boxes, filled with rations (MRE style) and bottles of water.

10. Bunks:

There are 2x bunks in here, along with 2x holdalls filled with clothing.

Search:

One bag has an auto pistol and a knife hidden inside the clothing. The pistol is fully loaded.

11. Operations:

The operations room has a high-tech surveillance suite, cryogenically cooled data core (looks like an upright oxygen cylinder in a clear plastic box, mounted on squat legs, with lots of blinking lights) and two chairs. Lots of flat panel monitors display readouts from Space Traffic Control (the Investigators arrival is highlighted), ColSec communication bands, mainstream newsfeeds etc. As well as all this information there are also multiple CCTV feeds, displaying the inside and outside of Hydra Industries. Of course by the time the Investigators reach this room, all the monitors will be showing static, as a thermite charge will have fried the data core (see The Investigation 10 for more details).



THE INVESTIGATION 9

Hot Pursuit Part 1

Jan Horrigan is armed and dangerous. He has several pre-prepared escape routes, and will not blink at killing innocent bystanders if it means he gets away clean. He will lead the Investigators on a chase through the crowded public sectors of Ferrisville. Suggestions for the chase include:

- Horrigan ducks down a ramp and into through a restaurant kitchen, throwing steaming vats of noodles and soup onto the floor behind him to slow the Investigators down, while kitchen staff shout and clamour.
- He then runs out into a busy restaurant, waving his gun around to make the clientele scream and panic.
- Horrigan and the Investigators fight their way down a crowded street.
- The Investigators must make a Spot Hidden to see Horrigan jump through a door into a MagLev station.
- Horrigan hurdles the ticket barrier, setting off alarms and involving traffic cops in the pursuit.
- The Investigators see Horrigan leap through the doors of a packed MagLev train. The doors start to close. Will a Jump roll be needed to dive onto the train before it departs?
- Horrigan fights his way through the commuters, from car to car, until, cornered, he takes a hostage at gunpoint.
- Horrigan throws the hostage at the Investigators and empties his Heavy Pistol into the MagLev window as it emerges onto a bridge across the Cameron Chasma. The window explodes, and the train carriage decompresses. Emergency shutters will come down in seconds, but in the ensuing chaos, Horrigan attempts to get into and cycle an emergency airlock.

Horrigan will go down fighting and will not surrender. If the Investigators manage to take him down, they can search him and find the following:

- Heavy Pistol and 3x magazines
- Auto Pistol and 2x magazines
- Backup Body Pistol and 1x magazine
- Concealed polycarbon knife
- A Hydra Industries bank card
- E\$5000 cash
- PDA – a Computer Security check will be needed to unlock the PDA, but doing so will reveal some information (see Investigators Information 7: Horrigan's PDA).

INVESTIGATORS INFORMATION 7

Horrigan's PDA

Besides a lot of pornography and right-wing literature, Jan Horrigan's PDA contains the following information:

1. Information about Hydra Industries

A folder of mostly mundane information about rental payments on the industrial unit and fake company documentation. Nothing here connects the company to Kessler.

2. Registration Documents for LV-44

In amongst the mundane information about Hydra Industries is an interesting file: a registration document which makes Hydra Industries the legal owners of LV-44, a chunk of rock orbiting Hera. See Investigators Information 9 for more information about LV-44.

3. Details for the Hydra Industries expense account

The account currently contains E\$53,000 for expenses. Horrigan and Silverman both have access to this account. The account was opened by Mr Jorgenson, director of Hydra Industries (who doesn't exist).

4. A voicemail message

The voicemail message is from Kessler, and if played back contains the following:

"Lucien Voltaire has managed to get the Fleas involved somehow. A couple of their agents have been poking their noses into things at the beach house. I have spoken to our client – he agrees that if they connect things to Hydra Industries then it may be time to dispose of our assets at the dig site. Put the agreed contingency plan into operation. Once Silverman has shut down our operations there, facilitate the termination of his contract, close the dig site, and meet me at the Island as soon as you can."

As usual Kessler used a disposable phone routed through an anonymous proxy to make the call, so the call is untraceable beyond 'Terra Nova'. This is the first mention of the Island that the PCs will hear.

THE INVESTIGATION 10

Hot Pursuit Part 2

Arik Silverman is not a brave man. His orders in the event of Hydra Industries being compromised are as follows:

1. Shut Down Operations

This involves frying the Hydra Industries data core with pre-installed thermite charges, to prevent recovery of any data.

2. Delay Pursuit

To do this, Silverman will activate the industrial robots in the warehouse. The robots have had their behavioural inhibitors removed and are loaded them with illegal military software.

3. Escape

Silverman will board the shuttle in the hangar and use the pre-programmed flight-plan to head for LV-44 (he can be tracked though).

4. Clean Up

Once docked at LV-44, Silverman is supposed to patch into the computer at the site and activate a self-destruct program. The shuttle has a second pre-programmed flight-plan to take Silverman to The Island, which he has been told how to activate. In fact, the 'flight plan' will shut the shuttle down, marooning Silverman on LV-44.

Arresting Silverman in Ferrisville

If Silverman is caught before he can escape Ferrisville, he will want to deal, but will have more cards than if arrested on LV-44. He will offer to tell the Investigators anything they want to know, provided they guarantee him protection from Kessler, and the maximum sentence he receives is a cushy low-security Penal Involuntary Servitude order. If asked about LV-44, he will say that it is best if the Investigators see it for themselves...

Arresting Silverman on LV-44

If Silverman should escape from the Investigators in Ferrisville (which is more than likely), he will wind up marooned on LV-44 with a self-destruct timer counting down to zero. By the time the Investigators turn up, he will be ready to deal. All he will demand is protection from Kessler. Silverman knows the following:

- He was hired by a man calling himself Henri Kessler 18 months ago to 'baby-sit' a science project being conducted by one of Kessler's clients (never referred to by name).
- He only met Kessler once, in Ferrisville, though spoke to him via phone on several occasions.
- Silverman never found out what happened to his predecessor, whom he was told had had to leave unexpectedly.
- The majority of the science project at LV-44 was off-limits to Silverman. He was only allowed into the outer maintenance area.
- The maintenance area and science project are both located inside LV-44, in a huge subterranean cavern.
- Whatever the science project is, it uses a lot of power.
- About a week ago, Kessler contacted Silverman direct and ordered him to perform a covert intrusion of a private computer network on Terra Nova ASAP. He was given a detailed set of instructions to follow (reprogram robots attached to the network, destroy all data on network, and on backup volume).
- Silverman took a copy of the files he deleted from Adeline Voltaire's backup volume at The

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Vault. The files are on his PDA which he will give to the Investigators.

Silverman's main duties were:

- Oversee a monthly supply trip from Anteros to LV-44
- Once the supplies and equipment had been unloaded, Silverman was then to check on the vitals of the Navigator in the cryo-vault, and if all in the green, thaw her out. If asked about the Navigator, Silverman only knows her name is Anna Sayuki, and she is a Precog from Mars.
- Anna Sayuki was then to be put into the control booth, and lowered into the sphere where the science project was contained.
- After 24 hours, Silverman pulled Sayuki out of the booth, and escorted her to a holding pen, where she was allowed to rest and eat. Silverman was to record anything Sayuki said or did (Sayuki always emerged from the booth rambling in Japanese).

INVESTIGATORS INFORMATION 8

Silverman's PDA

A custom-build, complete with a suite of state of the art covert intrusion tools and hacked versions of military grade surveillance and data analysis tools, Silverman's PDA is a serious piece of kit that would make most Computer Specialists drool.

As well as lots of music and movies, the PDA contains:

1. Details for the Hydra Industries expense account

The account currently contains E\$53,000 for expenses. Horrigan and Silverman both have access to this account. The account was opened by Mr Jorgenson, director of Hydra Industries (who doesn't exist).

2. Adeline Voltaire's missing data backups

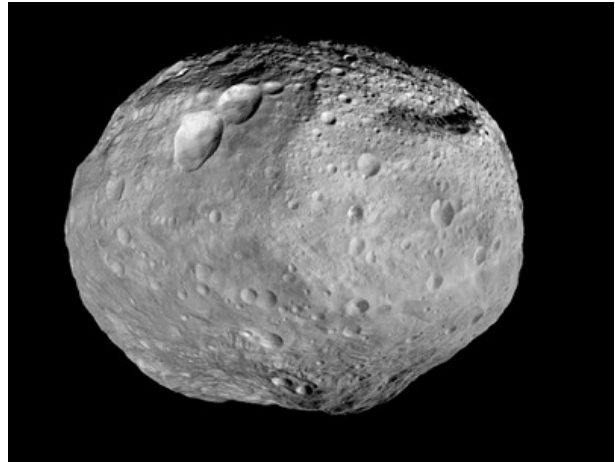
This folder contains the 3D models and scans of sketchbook pages that were deleted from Adeline Voltaire's backup volume at The Vault.

They include:

- A large bust of an unidentified man. Comparison to FLEA criminal databases will turn up nothing, but if compared against missing persons files, it will provide an 87% match against Adam Monroe.
- A Yithian
- A hybrid Yithian/Human
- A mass of beetles
- A bust of an unidentified man. Comparison to FLEA criminal databases will turn up nothing. Comparison to the colonial register for Terra Nova may eventually turn up a 78.4% match

with Benedikt Tannhäuser, but not until the Investigators are already on The Island.

Viewing the files requires a SAN check 0/1d3.



INVESTIGATORS INFORMATION 9

Circum-Hera 13: LV-44

LV-44 is a planetoid orbiting Hera, which at face value appears to be an unremarkable chunk of rock deep in the gas giant's gravity well.

There is a document of ownership in the name of Alain Jorgenson (the fake director of Hydra Industries) which dates back 10 years, but there are no records of any registered colony bases or outposts.

LV-44 is composed mainly of rock rich in carbonaceous material, with a dense metallic core of some kind. It is cratered, but many of the craters are partially filled with regolith. From Anteros, it will take the Investigators approximately 4.5 hours to reach LV-44 at 1G acceleration.

Planetary Statistics

Distance from Star:	3.3 AU
Radius:	366.78km
Equatorial Circumference:	2304.54km
Gravity:	0.074G (microgravity)
Orbital Period:	5h 37m (around Hera)
Rotation:	n/a (tidally locked)
Mean Temp:	73K/-200°C
Atmosphere:	0.002444 atm (none)
Water/Ice Index:	0%
Population:	n/a
Political Affiliation:	n/a
Moons:	0
Orbital Facilities:	n/a

THE INVESTIGATION 11

The Ambush

As the Investigators close on LV-44, the planetoid will become visible as a dark speck against the vastness of the green gas giant. No doubt the Investigators will be cautious, but scans of the surface will reveal nothing untoward (see Investigators Information #9 for what can be learnt at this time).

As the Investigators' vessel approaches to within 100km, sensors will suddenly detect a laser signal from the planetoid as it flashes across the hull. The laser is an IFF interrogation. Before the Investigators can react further, a hidden missile battery will explode into view and launch an ASAT missile against the Investigators' ship!

This encounter can be played out using the Cthulhu Rising ship combat rules, or the Keeper can just describe the combat and request some Pilot Aerospace skill checks.

The Investigators' shuttle makes some hard and fast turns, pressing everyone deep into his or her acceleration couch (CONx5% to stay conscious). Chaff flares all around the shuttle as it barrel rolls closer and closer to LV-44. A deep thrum vibrates through the deck as the ship's gauss cannon pours a river of hot metal at both the incoming missile and the battery.

Keepers should play up the drama, and roll dice, but the Investigators should survive this encounter, with their ship suffering some light damage as the missile explodes close by. The damage should include long range communications.

Examining the smouldering launch site, the Investigators will discover a concealed hangar bay, which their earlier scans missed. If Silverman escape them on Anteros, his shuttle will be docked here. Silverman will be elsewhere, trying to disarm a nuke...

KEEPERS INFORMATION 7

The LV-44 Excavation [Maps 4-6]

The excavation at LV-44 was financed and executed by funnelling funds anonymously from fake venture capital funds into Hydra Industries.

Conventions

Keepers should play up the tension and mystery – there is nothing initially to indicate who built the place, or what is waiting at the bottom of the shaft.

The environmental systems at LV-44 are running on minimum power, and so the ambient temperature is low: 278K/5°C.

There is a small gravitic field generator in the Physical Plant (5). This generates a 0.5g gravity field localised to the habitat. The rest of LV-44 is in microgravity.

1. The Hangar:

The hangar is concealed within a crater on the surface of the planetoid, and serious effort has been taken to camouflage the entrance. The hangar doors are closed, and a Computer Security or Electronics Security check will be required to get them open (the latter will involve someone performing an EVA).

Inside, there is no atmosphere or gravity. A shuttle is already docked here – the same one from Hydra Industries. By the heat signature hasn't been here too long. It is currently empty (see Keepers Info 5 location 7 for full details). The only exit from the hangar other than out onto the surface of the planetoid is via an airlock in the floor.

Search:

The shuttle is in some kind of hibernation mode, and only a Special Pilot Aerospace, Computer Security or Electronics Security check will be able to coax it back to life.

2. Airlock:

The airlock indicates that there is no atmosphere on the other side, but still takes 20 seconds to cycle the door mechanism. It opens into a room cut into the rock of LV-44, containing a freight lift which is surrounded by a metal cage.

3. The Shaft:

The lift has power, and descends through solid rock for at least 700m until it the stone walls suddenly disappear, to be replaced by a yawning blackness – some kind of subterranean cavern. Above, the rock face will disappear, engulfed by the dark.

Eventually, after 300m through the inky blackness, the lights on the lift pick out a man made structure below. It looks like a jumble of habitat modules apparently floating in the blackness.

As the lift draws closer, the Investigators will realise that the structure is perched on the surface of something. Something with a glassy black sheen and whose curvature suggests that it is spherical. Looking at the structure hurts the eyes. SAN: 0/1d3

4. Reception:

The lift descends into one of the modules, and emerges into a reception area. There are several doors out of the room, and one is an airlock.

Spot Hidden:

At this point the Investigators may spot the blinking light on the sentry gun as it turns towards them and scans for a recognition transponder. If it doesn't spot on, it will silently open fire on the lift-cage. See Appendix A for stats.

5. Physical Plant:

The physical plant contains the entire necessary infrastructure required to keep the excavation at LV-44

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running. A compact fusion reactor provides power for environmental controls, gravitic field generators and plumbing.

Occupants:

If Arik Silverman escaped the Investigators in Ferrisville he will be encountered here – a spacesuited figure crouched over a metal crate of some kind, with an electronics tool kit lying next to him. The crate contains a nuclear device, and Silverman is psyching himself up to try and disarm it.

The Nuke

The warhead has a 10 megaton nominal yield, and looks like it dates back to the Colonial Wars (which ended 11 years ago). There is no big clock counting down, but if a service panel is carefully removed, a control panel will be revealed which can be used to display the status: the warhead is armed, and is counting down to detonation. Detonation time: 53 minutes!

There is nothing the Investigators can do to stop the count-down. The device is quantum encrypted, and once committed, only Kessler has the key. It is also fitted with a 'trembler device', to prevent it being moved. An Armoury or Demolitions check will be required to know any of this.

When the warhead detonates, it will reduce LV-44 to a cloud of debris.

6. Equipment Stowage:

Crates of food, water, machine parts etc are stacked in this chamber.

7. Airlock:

This airlock is equipped with standard emergency space suits and a medkit. It will take 60 seconds to cycle, as there is an atmosphere on one side.

8. The Corridor:

Octagonal corridor constructed of man-made plastics and metal. The walls and floor are stained and dirty, and the metal corroded. Corridors are 2.5m across and have an octagonal cross-section, and have exposed cabling on the walls.

9. Entrance:

This part of the corridor has 2x doors. One is marked Operations, the other is an airlock.

10. Control Room:

The control room has a bank of monitors on one wall, in front of which is a computer console and 2x chairs. There are 2x holding cells along another wall. Next to the entrance is a stack of food packs (self-heating MRE style rations), bottles of water and beer, and a couple of cases of data crystals containing entertainment (vid games, movies etc).

The computer console is locked, and a Computer Security check is required to access any systems. This will allow the following kinds of data to be displayed:

- CCTV footage from the hangar, lift, reception, corridor and cryovault.
- Data from the medbay (though there are currently no patients)
- Data from the cryovault: one subject – Anna Sayuki. In cryosleep for 22 days 11 hours EST. All vital functions nominal.
- Power, environmental controls, gravity etc.
- Defence systems. If the Investigators check there is a chance (Keepers discretion) that they will find out that there are more missile batteries or rail guns concealed on the surface of LV-44...
- Log files. There is a lot of data to wade through, but a Data Analysis check and 1d4 hours per year of data they want to check will reveal information such as Silverman's monthly visits; thawing/freezing of Sayuki; transmission of quantum-encrypted data to an unknown location (this can be narrowed down to being The Island).

11a/b. Holding Cells:

Both these holding cells have no furniture other than a toilet, mattress and a water dispenser. The door to each cell is transparent, constructed of reinforced carbon-nanotube impregnated plastics (10AP and 10HP). Electronically locked, the cell doors can only be unlocked by Silverman's PDA or from the control room console.

12. Medbay:

This is a simple medical facility designed to handle minor medical emergencies. There are 2x diagnostic beds with equipment racks overhead that hold various medical gadgets. Both are unoccupied. There are also lots of storage cupboards built into the walls. All the items found in an Advanced Medical Kit can be found in the infirmary.

13. Cryovault:

The cryovault contains three cryopods. Two are unoccupied, but the glass of the third is frosted and the control panel readout indicates that it is occupied by one Anna Sayuki. Clearing away some of the frosting will reveal a Japanese woman

Thawing Sayuki Out

Standard automated revival time from a cryopod is 45-60 minutes. This requires a Computer Operation check to follow the procedure on the console beside the pod.

There is an emergency revival kit at the foot of each cryopod. This contains all the instructions, equipment and drugs necessary to revive a subject, but a First Aid check is required to make use of it. Success will bring the time down to 30 minutes.

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When Sayuki awakens, she will be disorientated and ask cryptically: "Is it now? Is it today?"

See Keepers Information 8 The Precog for more details, as well as Sayuki's NPC capsule in Appendix A.

14. Accommodation:

A simple living area for when Silverman and/or Horrigan are staying here. Horrigan rarely visits LV-44, as the place unnerves him, not that he would admit it. There are 2x bunks with footlockers (both contain clothing), and a partition wall hides a shower and toilet.

Search:

Underneath one of the bunks is a holdall containing amongst other things the personal possessions of Anna Sayuki, as well as some photos of her semi-naked, and a movie of her taking a shower in the shower block seemingly unaware of being filmed.

15. The Warbot:

Sitting in the dark in this room is a nightmare from the past – a Type 88 Warbot – a war robot. It is programmed to 'deal with intruders'. Quite what this means is up to individual Keepers. It may mean kill all intruders, or stun them and place them in the holding cells.

16. Airlock:

This airlock is locked, and either Silverman's PDA or a command from the Control Room (10) is required.

17. The Booth:

In the centre of this chamber the floor is cut away to reveal the surface of the sphere. It glistens and if stared at too long seems to writhe. SAN: 0/1.

The booth looks like an upright gothic-industrial sarcophagus, with lots of pipes and tubes coming out of the back, which have been spliced with man-made cables and conduits. It looks like it has been heavily modified to accommodate a human, as it seems originally built for something decidedly inhuman. It has controls bolted on which allow it to be raised and lowered into and out of the sphere. SAN: 0/1d3.

18. The Sphere:

The sphere has a hollow core, where lies the Yithian Machine. Its exact form cannot be discerned. Parts resemble a huge gothic organ, with pipes and tubes radiating out in all directions. Other areas have the appearance of a nightmarish metal plant. SAN: 1d3/1d8.

If any Investigator is lowered into the Yithian Machine, they must make a SAN check: 1d10/2d10. They must make a further POWx5% check. If this check is failed, the machine unstitches the Investigator's timeline and they simply disappear. All other Investigators present must make an Idea check. Failure means they do not remember the missing Investigator. Success means another SAN check: 0/1d3.

KEEPERS INFORMATION 8

The Prisoner

The woman in the cryopod is Anna Sayuki, a precog who has been a prisoner at LV-44 for a decade. She has spent a lot of that time either in cryosleep or in the Yithian Machine, and as a result is borderline insane. She has dreamt of rescue by the Investigators for months, so is happy but not surprised to see them.

Due to her current mental state, Anna Sayuki will not have much coherent information to offer the Investigators. She speaks in cryptic riddles for the most part. See her NPC capsule for more details on how to run her. Upon being rescued Anna Sayuki will quickly divulge quotes 1-4 from her NPC capsule.



INVESTIGATORS INFORMATION 10

Henri Kessler

If the Investigators look up Henri Kessler, they will find very little information prior to the Colonial Wars. He has some connection with Hydra Industries ('security consultant') and runs K-Consulting, a security consultancy firm on Terra Nova, based in Paradise City.

Amongst his clients are:

- The Emerald City Casino (owned by Matthew Rand Entertainment)
- Site security for the Enormo-Dome – a big music venue north of Paradise City

Visiting K-Consulting at their offices in Paradise City will be a bit of a dead end. The Investigators will be informed by a smiling secretary that Mr Kessler is out at a consultation with a private client, and is not expected back for a few days.

K-Consulting has military grade computer security, and any attempt to hack their network will result in Kessler being alerted. The most information an Investigator will be able to get is Kessler's appointment diary – he is currently out of the office attending a consultation with a private client.

INVESTIGATORS INFORMATION 11

Adam Monroe

If the Investigators look up Adam Monroe, a successful Data Analysis check will reveal an interesting news story from March 2262 concerning the disappearance of a scientist by that name. Give the players Investigators Handout 7: The News Story.

KEEPERS INFORMATION 9

Backup

At this point the Investigators may decide that before they head into the unknown, obtaining some kind of backup might be prudent. I have listed what I feel to be the two most obvious people and/or organisations that they might turn to for help.

1. ColSec:

Convincing the local Colonial Security Force to provide backup will prove difficult. They have already had their noses put out of joint by Lucien Voltaire, and so the Investigators are not exactly high on their priority list.

A successful Fast Talk check might persuade Detective Owens to agree to accompany the Investigators to Versteck Island, but suborbitals full of tactical response units are not going to happen unless the Investigators have concrete evidence of illegal activities on the part of Benedikt Tannhäuser. So far there may be evidence pointing to Kessler, but nothing to connect Tannhäuser to the illegal activities.

If ColSec can be persuaded to obtain a search warrant, the process will take hours, and ColSec will not condone breaking into private property without one. If the Investigators do manage to convince ColSec to provide support, examples of ColSec troopers are provided at the end of this adventure.

2. The Patron:

Lucien Voltaire does not have a large security force, but what he will be able to do is provide equipment and/or funds so that the Investigators can equip themselves as they (and the Keeper) sees fit.

INVESTIGATORS INFORMATION 12

Benedikt Tannhäuser

If the Investigators look up Benedikt Tannhäuser, they will find that he is old-Earth aristocracy – an art-dealer and businessman who has recently (in the past 5-6 years) made a lot of money speculating on the Federal stock exchanges in the past decade. He emigrated to Terra Nova about 8 years ago, and owns an island retreat called 'Versteck' (German for hide out). He is rarely seen in public, apart from attending art exhibitions.

Tannhäuser attended Adeline Voltaire's last exhibition Catatonic States, and even bought several pieces of her work.

He was on the invite list for her new exhibition.

KEEPERS INFORMATION 10

The Island [Map 5]

Approximately 2km in length and surrounded by crystal clear blue waters, Versteck Island is a small island in a tropical archipelago on Terra Nova known as the Thousand Isles. It is privately owned by Benedikt Tannhäuser (see Investigators Information 12).

Versteck Island is a stereotypical tropical paradise: white sandy beaches, lush tropical vegetation. A long ridge of volcanic cliffs runs along the western side of the island. There are several locations of interest on the island most of which do not require detailed maps. See Investigators Handout #8 for a picture of the island, and map 5 for a location plan.

When the Investigators arrive, Tannhäuser, and several of his fellow conspirators will be at the island. Kessler and a small security team are also present, all hand-picked by Kessler himself for their discretion and loyalty.

The Beach:

Beautiful unspoilt white sand beaches run along the eastern side of the island. At the beach closest to the Inland Path and the Sea-Skimmer Dock, attractive entertainment model androids (male and female) in swimwear sit sunbathing. They know nothing of Tannhäuser's plans or schemes, but are programmed to be helpful and sociable, so can provide information on where to find Mr Tannhäuser, and where various locations are on the island.

"Hi, my name is Chastity/Brad/Summer/etc, I am afraid you are not known to me, what's your pleasure today?"

The Sea-Skimmer Dock:

This dock extends out from the beach 30m into the sea. At the end of the dock is a sea-skimmer – like a sci-fi hybrid between hovercraft and catamaran. There is no one about.

The Inland Path:

A set of stone steps lead up from the beach to a path that cuts directly into the jungle towards the cliffs. At night this path is illuminated.

About halfway along the path is the Menagerie.

Occupants:

The path is usually patrolled by one of Kessler's security team. He will be dressed in shorts and t shirt, and lightly armed.

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The Menagerie:

Tannhäuser keeps a small zoo here, mainly to impress guests he has invited to the island. In cages and sealed habitats are examples of plants and animals from a dozen star systems.

- A scythe clawed and orange furred Wooz Wooz from Asterion II
- Puff-Balls from Jewel
- A mature Siren Plant from Jewel
- Songbirds from Cassandra
- Marsh Squids from Kentaro's World

The Lift:

The path continues through the Menagerie and ends at a concrete and metal building built into the cliff-face that dominates the western side of the island. Inside are a small waiting area, and a lift which ascends up the side of the cliffs to the Cliff-Top Villa. The views from the lift are spectacular.

The Stairway:

To the right of the building containing the lift is a set of steep stone steps cut into the rock that wind back and forth up the cliff face. They are hard work, but there is a safety rail, and is illuminated at night.

The Cliff-Top Villa:

Tannhäuser has a luxury holiday villa built on top of the cliffs that dominate the west of the island. See Keepers Information 10 for more details.



KEEPERS INFORMATION 11

The Villa

Although he has a place in Paradise City, Tannhäuser has come to spend more and more time here on the island here, at his private cliff-top villa. The villa is resembles a modern style mountain lodge with two story windows geared to take advantage of the views.

1. The Reception:

Both the lift and the stairway eventually emerge here: a reception area offering exhilarating views of the island and the surrounding ocean. The area is surrounded by 2m high metal railings on 3 sides, and small platforms hold a variety of rock sculptures. A set of shallow stone steps lead up to a path to the villa.

2. The Landing Platform:

Next to the villa is a landing platform capable of accommodating a small suborbital transport vehicle. Along one edge of the platform are stacked several skywings (sort of sci-fi microlights) and grav chutes. There is also a small vehicle garage containing a sleek black suborbital, one of the latest sports models from LockMit.

3. The Grounds:

The villa is surrounded by trees and lush cultivated vegetation, which form an effective windbreak. In addition, hidden electrostatic repellers keep any large local animals away from the building. A safety fence surrounds the entire site to prevent anyone accidentally falling off the cliffs. At night, ambient lighting illuminates the house and the path to the terrace.

Occupants:

There may be an android gardener tending to plants.

4. The Entrance:

Two sets of steps lead up from either end onto an open wooden deck, which runs around the front of the house. The front door is locked, and an Electronics Security check will be required to break in while avoiding the Building Manager software alerting anyone inside.

Occupants:

One of Kessler's security team patrols the deck. He will be dressed in shorts and t shirt, and lightly armed. Kessler and two more of his security team are inside the house, and the Keeper should place them where (s)he sees fit. Those inside are better armed and armoured (see stats in Appendix A).

5. The Art Collection:

A large room with 2 storey windows, this room is filled with a selection of exhibits from Tannhäuser's art collection.

Spot Hidden:

There is at least one piece of sculpture here by Adeline Voltaire (from her previous show).

6. Dining Room:

The dining room has an expensive wooden dining table surrounded by 8 high backed chairs. Tall windows let in a lot of light.

7. Kitchen:

The kitchen is filled with expensive and exotic food and drink. There are plenty of things to us as improvised weapons.

8. Sitting Room:

A well appointed sitting room furnished with a sofa, chairs, tables, a media centre, and bookshelves. The books are a mixture of literature and reference, nothing untoward.

9. Study:

Tannhäuser generally keeps the door to his study locked, though it is not exactly hard to force. Inside the room contains:

- A desk and chair. On the desk is a large monitor with a PDA docking station (no PDA present).
- On a stand in the centre of the room is an antiquated orrery of the Epsilon Eridani star system, clearing showing the current locations of all the planets. Touching any item will bring up a holographic info panel which floats in the air next to the item in question.
- Bookshelves. The majority of the books are on art and art history, antiques, politics, history etc. There are a few books on the occult but nothing unusual.

Search:

If the room is searched, the following will be found:

The Wall Safe

Behind a false set of encyclopaedias is a wall safe. It has an electronic lock which will require and Electronics Security check to open. Inside is the following:

- A loaded Body Pistol
- A black plastic swipe card with a silver star chart pattern on its surface
- Several Colonial ID cards with Benedikt Tannhäuser's photo but different personal information
- An envelope containing E\$5000 in cash
- Documents of ownership of a spaceship docked at one of the Terra Nova orbitals – a luxury yacht called the Aurora Snow.

The Secret Door

Behind a copy of the The Prisoner of Zenda is a switch which opens a secret door – in clichéd fashion an entire section of the bookshelves swings open to reveal a spiral staircase leading down...

10. Terrace:

This open terrace is connected to the house and offers a spectacular view. There are tables and chairs here.

11. Lounge:

The lounge is well appointed with one wall dominated by an expensive big screen TV, with a stack of black boxes beneath it which represent the latest in media centre technology. There are lots of comfy chairs, and the wet bar has a wide array of expensive drinks including illegally imported ERC vodka and FWA rum.

12. Bedroom

This guest room is currently in use by Thaddeus Benway, who is staying at the villa. Benway is a fastidious individual. His luggage is open on the bed, and contains his clothes in vacuum sealed clothing bags.

Search:

Searching through this luggage will reveal a small medical kit containing an auto injector and several ampoules of Betathanatine, a strong sedative akin to Ketamine that has become a very popular recreational drug.

Occupants:

Tiffany, an entertainment model android is tied to a chair here. She has not been damaged, and will ask pleasantly if Mr Benway is returning or if she should free herself and return to the beach

13. Bedroom:

This guest bedroom is currently occupied by Henri Kessler. All that is here to suggest his presence is a kitbag containing several changes of casual clothing, and a holdall containing several weapons.

14. Master Bedroom:

This is Tannhäuser's bedroom. The king-sized bed that dominates the room is covered in black silk sheets, currently in a state of disarray. The ceiling has a projection of the night sky on it, and the floor tiles project shimmering water. A wardrobe contains expensive clothing, and on a stand next to the bed is a cooler containing bottle of imported Centauran Champagne and 2x glasses. There is an ensuite bathroom.

Search:

Underneath one of the floor tiles is a safe. It has an electronic lock which will require and Electronics Security check to open. Inside is:

- A duplicate of the black plastic swipe card with a silver star chart pattern on its surface from the hidden wall-safe in the study (9)
- E\$25000 in bundles of E\$1000
- A body pistol and 2x spare magazines

KEEPERS INFORMATION 12

The Secret Tunnels

There were already warrens of natural caverns and tunnels inside the cliffs on the island. Tannhäuser had some of these enlarged, and has his private collection of Yithian artefacts down here, as well as other things...

1. The Spiral Stair:

This leads down from the study above.

2. The Reception:

The spiral stair arrives at a landing overlooking a circular room with a domed ceiling. The dome and floor are inlaid with intricate silver star charts. A short flight of steps leads down from the landing.

There are 3 doors out of this circular room. All look like heavy airlock doors. All do lead into airlocks. They are all locked. The keycard in the wall safe in Tannhäuser's study opens all doors in the Secret Tunnels.

3. The Mainframe:

Beyond this airlock is a quantum mainframe. It resembles a large black cube with a multitude of blue winking lights sealed inside an armoured transparent octagonal column in the centre of the room. The inside of the column is filled with inert gas (Halon) to protect against fire and reaction with the liquid nitrogen coolant which runs through filaments on the surface of the cube.

In front of the column is a computer terminal – an upright black slab which is slightly angled at the top. There is also a fold down chair in the slab.

The mainframe is running a Gamma Level AI tasked with analysing the information supplied by Anna Sayuki, trying to match current trends on the Federal Stock Exchange and provide investment advice to Tannhäuser and his comrades. There is a ghost partition containing transcripts of all Anna Sayuki's cryptic messages from the future.

4. The Private Collection:

Through this airlock is Benedikt Tannhäuser's private collection – mostly acquired Yithian technology collected during his lifetime. The room is hexagonal, and along 3 of the walls are display cases, 1m cubes on black stands. There are 2 cases to a wall. None of the exhibits are labelled. The collection includes:

Lightning Gun

Benedikt Tannhäuser owns 2 Lightning Guns. One is here in his collection; the other is on his person (so the display case is currently empty) The gun resembles a camera-shaped device constructed of black and green metals. It has no power, and will not work.

Personal Impassor Field

This is a cube of green/black metal covered in intricate patterns that resemble Braille. When activated (Idea roll)

it creates a shimmering sphere of energy centred on the device. This sphere provides 20AP protection, but every time it is penetrated, it loses 1d6AP. It is a static field and if the user begins to move the field will flicker and die. The device has 1d6 charges.

Temporal Grenade

An egg-shaped object covered in the same intricate patterns as the Impassor. An Idea roll is needed to figure out how to activate this device. It will start to vibrate from within. 10 seconds after activation it will 'explode' – transporting a 30m³ sphere (ie: a sphere of roughly 3m radius) of matter 30 seconds into the future, by which time the planet Terra Nova has moved on, leaving the sphere floating in hard vacuum...

Temporal Locator

Made of bronzed metal and covered in intricate carvings, this statue is 30cm tall and surmounted by a red jewel. If activated (Idea check), the red jewel begins to pulse with an inner light. Within a few minutes a connection will be made with Yithians in the distant past.

The Westermark Diaries

A set of 3x A5 black books, for more details see Keepers Information 13.

5. The Small Cavern:

Through this airlock, the Investigators will emerge in a small stone cavern, with a wide tunnel leading south. The cavern has overhead lighting, and a thick bundle of cables and conduits run along the east wall towards the south.

6. The Exit:

This wide cavern is damp and there are lots of small holes in the floor that are sheer drops down into sea caves far below (50m). The cavern also has a large opening directly out the side of the cliff. Below the surf crashes against the rocks.

7. The Large Cavern:

This cavern is where Adam Monroe has been kept prisoner all these years. The cavern is at least 10m wide and almost the same high. Flanking the entrance are a large stack of crates, and a complicated control console. Cables snake across the cavern floor towards a huge black sphere which flickers slightly when stared at for too long. Any Investigator who knows anything about space flight will recognise this as a Foscolian Quantum Bubble generated by an F-Drive.

Occupants:

Benedikt Tannhäuser, Thaddeus Benway, Matthew Rand, 2x Type 2 Security Guards.

The Crates

The crates contain a variety of items including: machine parts for the F-Drive, food and water, clothing, electronic equipment etc.

The Control Console

A large bank of computer screens and consoles display a complicated array of readouts – graphs, charts and such. This console provides control input to the F-Drive core. A Computer Operation check can be used to discover that the drive is currently being used to maintain a Foscolian Quantum bubble around the F-Drive core (the range of this bubble is indicated on the map by the dotted line).

The F-Drive Core

Even those who don't work in the space industry know that UEF law dictates that no F-Drive may be activated within the gravity well of a populated planet. The science behind the reasoning is complicated, but it boils down to the unpredictable interactions that occur between powerful gravity fields and Foscolian quantum bubbles. Ships have been known to disappear into the quantum foam never to be seen again.

The quantum bubble is visible as a flickering black sphere (indicated on the map by the dotted line). Only by penetrating the bubble can the drive itself be seen.

THE INVESTIGATION 11

End Game: All The Time In The World...

How the adventure ends all depends on how the Investigators react/behave upon arriving in the cavern. A confrontation is likely. The exact results are impossible to predict. Some possible tactics and their possible outcomes are listed below:

1. Reason with Tannhäuser

If the Investigators try to reason with Tannhäuser, he says what happened to Adeline Voltaire was regrettable, but necessary to maintain the security of The Post Modernists. If asked who/what The Post Modernists are, he will make a sweeping gesture and say "we are the Post Modernists. There are others like us. We control the present because we know the future." Tannhäuser will not elaborate further, but will attempt to buy them off, with promises of great wealth and power. He is willing to offer the Investigators a cool million E\$ if they keep quiet about their findings. A Bargain/Fast Talk check here or good roleplaying could increase this to E\$2m.

Naturally Tannhäuser isn't going to keep his word to the Investigators. He will offer them transport to wherever they want to go, but the pilot will be an android, and will be ordered to crash his shuttle. If the Investigators brought their own transport, maybe there is a bomb on board? One way or another, Tannhäuser intends silencing them.

As soon as the Investigators leave, Tannhäuser will 'clean' Versteck Island of any sign of Adam Monroe or Yithian technologies.

2. Through the quantum bubble

Anyone who walks through the Foscolian Quantum Bubble surrounding the F-Drive core must make a SAN check (0/1) and a POWx1% check. Failure of the POW roll indicates they arrive safely, if a little disorientated, inside the bubble.

Success indicates that the individual has been affected adversely by the Foscolian Physics Law of Emergence Point Variance, which will transport them between 0.001 and 0.7 AU away from their current location. This means the Investigator simply disappears with a 'pop', reappearing anywhere between 149,598km and 104,718,600km away from Terra Nova. Not good. Either way this puts the individual in the hard vacuum of interplanetary space.

3. Shutting the F-Drive down

The F-Drive can be shut down from the Control Console. This requires making a successful Idea check and then a successful Computer Operation check (which can be attempted as many times as they like). Success indicates that the bubble pops, making everyone feel like someone has just walked over their grave. The black sphere disappears, revealing an octagonal metal framework containing a mirrored spherical F-Drive core. Go to The Investigation 12 and 13 for what happens next.

Spot Hidden:

A set of steps leads up to a door in the side of the core. Most unusual.

4. Destroy the control console

Destroying the control console will result in the Foscolian Quantum Bubble to become unstable and fluctuate before collapsing completely. Possible outcomes include:

- The bubble expands by 2d10 metres and then collapses in on itself, taking everything inside into the Quantum Foam, never to be seen again. All that will be left will be a circular pit with smooth sides.
- The bubble disappears with an audible pop. Nothing untoward happens.
- Increased subatomic space-time turbulence attracts a Hound of Tindalos!

5. Blow up the F-Drive

If the Investigators have the means, they could blow the F-Drive up. The resultant explosion would destroy the drive and the cavern, dealing 4d6 damage to everyone present, and releasing a lot of radiation. Not a great result.

6. Blowing everything up

If the Investigators have the means, they could blow everything up. This really wouldn't solve anything, but there you go.

THE INVESTIGATION 12

Mr Monroe, I Presume..?

Inside the F-Drive core a space has been cleared for a cryopod. The cryopod is frosted and the control panel readout indicates that it is occupied by one Adam Monroe. Clearing away some of the frosting will reveal a bearded man with blonde hair who looks like he is in his early 40s.

See Keeper Information #7 (13. Cryovault) for more details about thawing Adam Monroe out. Before that can happen however, the Yithians arrive...



THE INVESTIGATION 13

Shadows Out Of Time

Making use of the ripple in space-time created by the Foscolian Quantum Bubble dissipating, the Yithians harness the resultant entropic energy backlash and force a ship through time to the present.

The air in the centre of the cavern ripples and distorts and an indescribable something begins to appear. As the object becomes increasingly opaque, a sphere of black glass, which hovers silently before you. Looking directly at the sphere causes you to experience an uneasy feeling. Then a door begins to open in its surface...

The ship is a Temporal Vessel, a spherical ship that is capable of travelling through the nothingness between space-time, existing outside the whole of time and space. Though visible to the human eye, it emits no energy of any kind and has no mass to speak of, thus causing an uneasy feeling in those who look upon it...

A triangular door has appeared in the surface of the sphere, and from the opening emerges an enormous iridescent cone, 3m high and 3m wide at its base, made up of some ridgy, scaly semi-elastic matter. As it descends to the ground, it extends its appendages outwards. Two end in claws, each of which grips a camera like object. A third ends in a cluster of red trumpet like objects, while the last is a yellowish globe with three great dark eyes ranged along its central circumference. Other tendrils and tentacles extend from top of the cone, moving of their own volition.

Behind the cone, you see others silhouetted against the sickly green light spilling from within the sphere...

SAN: 0/1d6.

At this point, several people present undergo Yithian mindswaps. The possessed humans will wrestle Tannhäuser and his cronies to the floor. If you decide one of these will be one of the Investigators (perhaps have them make a Luck roll). Unlucky players are amongst those transported into the distant past.

Your vision goes blurry, and is suddenly filled with dizzying fractal patterns of colour.

When it fades, you feel very strange. Something is very wrong with your body. As your vision clears, you realise you are in a city of nightmarish alien proportions. You are surrounded by a crowd of the cone-shaped beings. You look down for your gun, and have the horrific realisation that you are no longer in your own body.

A SAN check is warranted here (1d10/1d20). Though the memories will later be wiped, the Investigator will have been profoundly disturbed. They will regain most of the SAN points.

If the Investigators don't intervene, the Yithians will free the Yithian trapped inside Adam Monroe. Tannhäuser will be dragged screaming into the sphere, never to be seen again.

The final act of the Yithians will be to erase the memories of all those still present. They will activate a device which will paralyse all in a 10m diameter sphere unless a POWx1% check is made.

Yithians will then produce Tabula Rasa Devices, which they will attempt to use to erase the memories of those present. Any Investigator who has their mind wiped will lose an entire YEAR of memories.

If all of the Investigators have their minds wiped, they will wake up after an indeterminate time on the beach. Tannhäuser's villa is consumed by fire.

Detective Sergeant Owens arrives in a suborbital, saying he got a message from one of the Investigators stating that they said they had evidence that Tannhäuser was behind Adeline Voltaire's murder.

Tannhäuser's remains are never found.

The Investigators have strange dreams for many months afterwards...

THE END.

ACKNOWLEDGEMENTS

Thanks to Gary Cooper for his valuable proof-reading and comments.

Thanks to the various film noir and detective novels I feasted on to get the right vibe

The film Bladerunner for the sci-fi detective noir vibe.

APPENDIX A: DRAMATIS PERSONAE

NPC Capsules are split and grouped by the section of the adventure where they will most likely be initially encountered. Full statistics and selected skills are only given for those NPCs who have more chance of heavy involvement in the adventure. Keepers should have no trouble expanding those NPC capsules without selected skills where necessary.

Terra Nova 1: Law Enforcement

This section gives a list of all law enforcement related NPCs most likely to be initially encountered on Terra Nova during the initial stages of the investigation.

HARRIET FOURIER

The Local Liaison Officer. Female Aged 23.

Assigned by Deputy-ColSec Commissioner Blake, Harriet is young and very excited about working with FLEA Special Agents.

DUNNE AND FIFE

Patrol Officers. Male, both in late-20s

Patrol Officers Dunne and Fife were first on the scene. Dunne is in the pay of Tannhäuser, and removed several items from the scene (notably some sketch books) before Owens arrived.

STR: 13 Move: 3
CON: 14 HP: 26
SIZ: 12 Dex SR: 3
INT: 13 SAN: 48
POW: 12
DEX: 12
APP: 12
BRA: 12

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	30	+0	2d3+1d4
M11P Pistol	3	50	+0	1d10+2
Baton	1	45	+0	1d6+1d4*

*stun damage.

Armour:

4AP Personal Body Armour.

Skills:

Administration 30; Data Analysis 30; Dodge 30; Fast Talk 25; First Aid 20; Vacc Suit 30; Streetwise 25; Spot Hidden 40; Listen: 30; Vehicle 35.

DETECTIVE SERGEANT OWENS

The Investigating Officer

Detective Sergeant Owens thinks his caseload is too big already, and doesn't need the Voltaire case getting complicated. As far as he is concerned, this was an accidental death. Owens keeps his personal opinions to himself, but if pressed will reveal that he thinks Voltaire was a spoiled little rich kid with more money than sense. He has bigger cases to worry about, including an increase in poaching and people smuggling into the system.

STR: 13 Move: 3
CON: 14 HP: 27
SIZ: 13 Dex SR: 3
INT: 09 SAN: 41
POW: 08
DEX: 12
APP: 12
BRA: 10



ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	40	+0	2d3+1d4
M11P Pistol	3	50	+0	1d10+2
Baton	1	45	+0	1d6+1d4*

*stun damage.

Armour:

4AP Personal Body Armour.

Augmentations:

Datajack (Cyber), Eye Recording Unit (cyber).

Skills:

Administration 30; Data Analysis 25; Dodge 30; Fast Talk 25; First Aid 20; Vacc Suit 30; Streetwise 20; Spot Hidden 40; Listen: 30; Vehicle 35.

OFFICER MINA SINGH

The Scene Of Crime Officer

Mina Singh is a Scene Of Crime Officer (SOCO), and has just recently got back from a secondment to Anteros. She is happy to be back, so the Investigators should catch her in a good mood.

PATHOLOGIST SARA LANGSTROM

The Pathologist

Sara Langstrom is bookish and serious. She does things by the book, and doesn't stand for any mucking about.

Terra Nova 2: Witnesses and Suspects

This section gives a list of all civilian NPCs most likely to be initially encountered on Terra Nova during the initial stages of the investigation.

LUCIEN VOLTAIRE

The Distraught Father

An ex ICA bigwig, positions Lucien Voltaire has held include administrator of the Centauri Prime colony and chairman of the ICA advisory board to the UEF Senate. He retired from public office and to Terra Nova 15 years ago, where he owns a large estate. He lives in a mansion surrounded by forests, with his wife and android staff. Lucien and Agatha Voltaire have 3 children. Adeline is the youngest, and has two older brothers, both currently working for the ICA on Centauri Prime.

ADELINE GANYMEDE VOLTAIRE

The Victim

Adeline Voltaire has been indulged by her father who always saw her as his little princess who could do no wrong. While her older siblings (two brothers) have gone into political or corporate careers, Adeline was always a free spirit, and chose a life of art. She has led a hedonistic life on Terra Nova, frequenting all the best parties of the uber-rich and postmortals, the exclusive clubs.

Adeline's latest works were inspired by strange dreams she had been experiencing – dreams caused by signals from the Yithian psychic broadcast. She had begun translating the vivid imagery contained in these dreams into her artistic medium – sculpture.

Adeline Voltaire's sculptures are cut from various types of rock (usually expensive and imported) using robotic proxies fitted with laser cutters. The sculptures are designed using 3D computer software (Azumi Smart Systems 3D modelling) and the robots are the programmed to create them.

Her latest works included:

- A large bust of the missing scientist Adam Monroe
- Adam Monroe strapped to an operating table of some kind, with a nest of robotic arms around him.
- A Yithian!
- A combination of Adam Monroe and a Yithian.

Adeline Ganymede Voltaire – The Beta Level Simulation

The Artificial Intelligence

Adeline Voltaire's Beta Level AI simulation was stored on the data core at the Beach House, but this local copy was destroyed along with everything else on the core on the night of her murder. Luckily, it was backed up along with the rest of her important data at weekly intervals to the Azumi Data Vault. The current backup copy of the Beta is from 6 and will be shocked to find out that Adeline has been murdered. It behaves just like Adeline Voltaire would have, and can be questioned to a point, and some clues might be learnt. Things they might learn:

- Adeline Voltaire had backups of all her 3D models for her sculptures. They should be at The Vault too. Unfortunately they have all been deleted.
- Adeline often worked from sketchbooks before beginning modelling the sculptures in a 3D virtual environment. These sketchbooks were nominally kept in her office, but could conceivably be anywhere in the Beach House.
- Adeline was in love with Hunter Cassavetes.
- If interrogated about the latest show, the Beta has little knowledge. Adeline didn't allow any form of recording in her studio. The Beta does know that the inspiration came to Adeline in vivid and sometimes frightening dreams. They involved a repeated image of a man's face, and other, less human forms.

LORNA JANOWITZ

The Domestic Help

Ms Lorna Janowitz works for Silver Service, a company who hire out domestic assistants to the populace. Ms Janowitz genuinely liked Adeline Voltaire, and her death has upset her greatly. If questioned, there is a chance Ms Janowitz will mention that Adeline had her turn the beach house upside down looking for a lost sketchbook back in March. She never found the book.

JAMES PLAYER

The Hack Journalist

Player could be a help or hindrance to the PCs, depending how they handle him. Player is looking for dirt, and wants to expose the nouveau rich of Terra Nova for the corrupt soulless fools they are. Player can be a good source of local info if the Investigators treat him right.

HUNTER CASSAVETES

The Occasional Boyfriend

Local artist and occasional boyfriend of Adeline Voltaire, the first impression of Hunter Cassavetes is a dumb surfer type – think Keanu Reeves circa Bill & Ted. In fact he is a gifted artist, working with sand-fired glass.

Hunter is heir to a lot of money. The Cassavetes family own substantial holdings in Hallidor Corp. Hunter Cassavetes was at Adeline Voltaire's beach house on the night she died, but left at around 11pm to go meet friends at Quark, an exclusive underwater club further up the coast.

If the PCs want to interview Hunter Cassavetes, he will be with his surf-buddies further up the coast. He will be genuinely upset to hear about Adeline's death. He has an alibi for the night in question – he left her beach house at least 4 hours before she was killed – picked up by one of his dad's suborbitals to take him to Quark. There are lots of witnesses who can place him at Quark. Time-stamped CCTV outside the beach house shows him leaving.

Hunter is aware of Adeline's trouble sleeping, and of her strange dreams. He will ask if the Investigators have spoken to Adeline's 'Beta'. There is a chance Hunter will mention that Adeline was upset about a lost sketchbook back in March. She never found the book

ANWAR HARTZFELD

The Friend

An artist friend of Adeline Voltaire.

TAMEKA MADELLA

The Friend

Another artist friend of Adeline Voltaire, Mandella was out with Adeline Voltaire the night before she died, but was more interested in trying to pull Cassavetes.

Anteros: Hydra Industries

This section includes stats for everyone and everything the Investigators may encounter at the offices of Hydra Industries. Hydra Industries is a front company set up 10 years ago by Henri Kessler to manage all operations related to LV-44. The company directors and secretary are all fictitious. Hydra Industries has only one office – on Anteros.

JAN HERRIGAN

The Muscle

Herrigan is an ex colonial marine employed by Kessler for his loyalty and ability to follow orders without question; provided the paycheque is right.

STR: 16 Move: 3
CON: 14 HP: 28
SIZ: 14 Dex SR: 3
INT: 13 SAN: 48
POW: 12
DEX: 13
APP: 10
BRA: 14



ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	50	+0	2d3+1d4
M11P Pistol	3	50	+0	1d10+2
IMI-V Pistol	3	50	+0	1d10+1d6
M13A1 Pistol	2	50	+0	1d6+1
Baton	1	45	+0	1d6+1d4*

*stun damage.

Armour:

4AP Personal Body Armour.

Augmentations:

Cyber Safety (Cyber), Smartlink (Cyber).

Skills:

Dodge 30; Jump 60; EVA 40; Fast Talk 25; First Aid 20; Vacc Suit 30; Streetwise 45; Spot Hidden 40; Listen: 30; Vehicle 35.

Notes:

See relevant section of adventure for Herrigan's equipment.

ARIK SILVERMAN

The Caretaker

Silverman is a typical computer geek. He is based at the Hydra Industries office on Anteros, and his primary job is to keep an eye on the assets at LV-44, make sure any precognitions are recorded and shipped as hard copy to a dead drop on Terra Nova. He makes monthly visit to the planetoid.

STR: 10 Move: 3
CON: 10 HP: 24
SIZ: 14 Dex SR: 3
INT: 17 SAN: 51
POW: 11
DEX: 14
APP: 12
BRA: 10



ATTACKS:	ROF	A%	PV	DAM
Punch	1	35	+0	1d3
VP78 Pistol	3/A3	30	+0	1d8+1

Armour:

4AP Space Suit.

Augmentations:

Datajack (Cyber), Math SPU (Cyber), Skillwire Expert System (Cyber).

Skills:

Administration 50; Data Analysis 70; Dodge 28; First Aid 20; Vacc Suit 10; Streetwise 25; Spot Hidden 40; Listen:

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30; Vehicle 15; Computer Operation 70 / Security 75 / Programming 70; Electronics Systems 60 / Security 60.

Notes:

Silverman will be in a spacesuit by the time the Investigators arrive at Hydra Industries. He carries his PDA, an electronics tool kit, a pistol, cigarettes and lighter. Industrial Robots

SILVERMAN'S ARMY

Silverman has removed the behavioural inhibitors of these industrial robots, and loaded them with illegal military software. They are a motley assortment of repair and construction robots. They mostly look like an assortment of metal insects and arachnids. They are mostly Delta Level AI, and not very bright.

STR: 16 Move: 3
STU: 14 HP: 28
SIZ: 14 Dex SR: 3
INT: 07
EDU: 06
DEX: 13

ATTACKS:	ROF	A%	PV	DAM
Manipulator Arm	1	60	+0	1d6+1d6
Rivet Gun	2	45	+0	1d10
Grapple Gun	1	50	+0	1d6+2
Welding Torch	1	35	+0	2d6+2

Armour:

8AP Micrometeorite shielding.

Skills:

Dodge 30; Jump 60.

LV-44

This section includes stats for everyone and everything the Investigators may encounter at the planetoid LV-44. Note – Arik Silverman's stats are given in the previous section.

M76 REMOTE SENTRY WEAPON SYSTEM

Silent Guardians

A remote perimeter defence weapon in use by many military organisations. The RSWS has 360-degree fire action, and mounts a pulse-action machine gun with a cyclic rate of 1100 rpm. The RWSW sensor array is mounted above the barrel, covering a 60-degree cone in front of the weapon.

The M76 RSWS has an onboard Delta Level AI capable of a limited amount of autonomous decision making based on a set of preprogrammed parameters. Set to "auto-remote", the system scans all targets, and then classifies them using an Identification Friend Foe (IFF) transponder, and takes appropriate action.

The base attack chance for the M76 RSWS to hit a target is 30%.

ROF: FA
Fire Mode: A/FA (burst: 20)
Damage: 2d8+2
Penetration Value: +4
Ammo: 500 rd drum (2.5kg)
Fail: 99
Armour: 6AP
Hit Points: 10

THE WARBOT

Dog of War

The Warbot resembles a disturbing combination of preying mantis and spider, constructed from machined plastic and metal. Its multiple utility arms glisten in the dark, displaying a host of lethal weapons.

STR: 25 Move: 3
STU: 20 HP: 38
SIZ: 18 Dex SR: 1
INT: 08
EDU: 06
DEX: 18
HF: 0/1d3



ATTACKS:	ROF	A%	PV	DAM
Manipulator Clw	1	60	+0	1d6+2+1d6
Vibro Blade	1	60	+0	2d8
Stunner	1	60	+0	2d6+6*
Flamethrower	1	60	+6	3d4
Assault Gun	3/5/10	60	+3	2d8**
Assault Gun	3/5/10	60	+8	3d6+2***

*vs CON

**10 mm, x800 ammo

***20 mm, x500 ammo

Armour:

10AP.

Skills:

Dodge 30; Climb 60; Jump 60; EVA 50; Spot Hidden 50; Listen: 50; Tactics 50; Zero G Combat 50.

Notes:

All autonomous robot Gamma Level AI or above which possesses offensive closed-loop operating capability was outlawed after the passing of the Colonial Act of 2140. Ownership of said hardware has thus been illegal for over a century.

ANNA SAYUKI

The Precog

Precog Anna Sayuki was hired by Hydra Industries 9 years ago for what was supposed to be short-term job in Ferrisville. Just prior to departing for Anteros, Sayuki had an ominous premonition and so didn't board the shuttle from Terra Nova. Last thing she remembers before waking up on LV-44 is going to sleep in her hotel room

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on Terra Nova. Next thing she knew she was in the facility.

Sayuki has been held at the asteroid base for almost a decade, and has spent a lot of that time either in cryosleep or in the Yithian Machine. As a result of this she is now borderline insane. Sayuki has foreseen the downfall of humanity after using the Yithian device to contact her future self. She has dreamt of rescue by the Investigators for months, so is happy but not surprised to see them.

Due to her current mental state, Anna Sayuki will not have much coherent information to offer the Investigators. She mostly talks in riddles, and it will be hard to get any sense out of her. What she needs is psychiatric help.

STR: 11 Move: 3
CON: 12 HP: 22
SIZ: 10 Dex SR: 3
INT: 14 SAN: 22
POW: 17 Psi Points: 17
DEX: 13
APP: 14
BRA: 08



ATTACKS:	ROF	A%	PV	DAM
Punch	1	35	+0	1d3

Armour:

None.

Skills:

Dodge 25; Jump 30; EVA 20; Fast Talk 25; First Aid 20; Vacc Suit 30; Streetwise 45; Spot Hidden 40; Listen: 30; Vehicle 35; Unarmed Combat 50.

Psychic Powers:

Sixth Sense 70; Hint 70; Recall 70; Foresee Outcome 60; Foreshadow 50; Sense Precog 25; Block Precog 25; Total Recall 50; Predict Future 25.

Speaking in riddles:

The following are riddles spoken by Anna Sayuki. Some are too cryptic to be of any help, but others will offer vital clues to the Investigators in their quest to find out who murdered Adeline Voltaire.

1. The first thing she says after being rescued:
"Is it now? Is it today? I knew you would come"
(she may refer to an Investigator by name at this point).
2. On Adeline Voltaire:
"Adeline dreamt the impossible dreams. She saw things. Shadows in time."
3. A clue about Adam Monroe:
"Pity poor Adam Monroe. Lost in time. It came a great distance to watch us through his eyes."
4. Concerning Yithians:
"Tick-tock tick-tock. The clock makers are coming. They wind the clock; they know when it all ends."

5. A clue to the location of Adam Monroe:

"The island. He is on the island. In body if not in soul..."

6. On the Endtimes:

"All the kings' horses and all the kings' men won't be able to put mankind together again"

7. A comment about the Post Modernists:

"Think about all the lives. All the lives they could have saved with this knowledge."

8. About the Yithian Machine:

"The Great Ones knew. They knew, and so they buried their creation here. The burden of knowledge is too great for a lowly race such as ours. Oh the weight of all those years, bearing down..."

9. If the PCs haven't discovered anything about the Island:

"The bearer of the Silver Man knows the way to Island..."

Terra Nova 2: The Island

This section includes stats for everyone and everything the Investigators may encounter at The Island.

BENEDIKT TANNHÄUSER

The Villain of the Piece

Born into old aristocracy on Earth, Benedikt Tannhäuser has followed many career paths during his life: Academic, adventurer, explorer, university professor and most recently are dealer. All have served to further his true passion – the collection and comprehension of information and artefacts related to The Great Race of Yith. It is an obsession he inherited from his father, Baron Frederik Tannhäuser, who had a knowledge of the Great Race that was more intimate than most.

Benedikt's parents divorced when he was 6 years old. His mother never talked of the reasons behind the split, but Benedikt was haunted by vague childhood memories of his mother crying, and his father acting strangely detached and unemotional.

The reason for Frederik Tannhäuser's erratic behaviour was that he had been the victim of a Yithian mind-swap. Capable of transferring their minds from body to body across the gulfs of time and space, Yithian scientists often swapped minds with beings from other time periods to conduct scientific field studies of other civilisations. The usual procedure involved the unwitting victim having all memory of the experience erased from their mind prior to being returned to their own body. In Frederik Tannhäuser's case, something had gone wrong. The mind-wipe had not worked properly, and he was left

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with waking nightmares of his time amongst the Great Race of Yith.

Researching the Great Race became a fixation. An obsession which would destroy his marriage, career, fortune and eventually his life. Twelve years after the divorce he was found dead on Mars – In a cheap motel room in one of the less desirable neighbourhoods of Anchorpoint City. He had apparently committed suicide.

Benedikt Tannhäuser inherited what there was in the way of his father's personal effects – a box containing everything his father had been able to collect about the Great Race. At first Benedikt dismissed the box and its contents as the misguided obsession of a madman, but as he examined the data files of other possible victims, as pored over annotated sketchbooks, and read his father's diaries, a nagging doubt began to plague his thoughts. What if his father was right?

Benedikt Tannhäuser continued his father's research, though with a more considered and measured approach. A career as an art dealer specialising in the rare and exotic has made Tannhäuser moderately wealthy. One of his biggest money earners is the sale of objects de art to the rich and famous who have more money than sense or taste. All the time he scours the auctions houses, while, expensive AI software crawls the online auction sites, forever seeking out that which he craves: Yithian artefacts.

Ten years ago, Tannhäuser obtained at auction a set of writings collectively titled the Westermarck Diaries (see Keepers Information 13 for more details). Written by famed horror novelist Daniel Westermarck, the content of the diaries convinced Tannhäuser that the author had been the victim of a Yithian mind swap gone wrong, much like his father.

In the diaries Westermarck made mention of a piece of technology created by the Yithians which allowed communication with their future selves. Tannhäuser became obsessed with obtaining this machine, but there were scant clues as to its location. All he could glean from the Westermarck Diaries was that it was not on Earth, but orbited an orange star.

Over the next few years Tannhäuser drew his plans, then waited and watched. When he was sure, he and a group of trusted colleagues kidnapped someone believed to be possessed by a Yithian mind. Once they had the Yithian prisoner, Tannhäuser made it divulge the location of the machine, and also how to operate it.

STR:	11	Move:	3
CON:	12	HP:	26
SIZ:	14	Dex SR:	3
INT:	16	SAN:	33
POW:	16	Magic Points:	16
DEX:	13		
APP:	14		
BRA:	16		



ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3+1d4
Yithian Gun*	3	35	+0	1d10

*8 charges

Armour:

Personal Body Armour 4AP.

Augmentations:

Circadian Regulation (nano), Extended Lifespan (nano), Nanotox Glands (nano).

Skills:

Dodge 25; Jump 30; EVA 20; Swim 60; Fast Talk 25; First Aid 20; Vacc Suit 30; Streetwise 45; Spot Hidden 40; Listen: 30; Vehicle 35; Occult 60; Religion 60; Psychology 50.

Magic:

Tannhäuser doesn't have any magic, but does have access to Yithian Technology such as his Lightning Gun, and he carries a Temporal Grenade too (see 4).

DOCTOR THADDEUS BENWAY

Tannhäuser's Accomplice

An ex-member of the Zen Medical board, Thaddeus Benway is a retired neurosurgeon. He is also the only member of the club other than Benedikt Tannhäuser who knows the true origins of the Yithian Device, and the true nature of Adam Monroe. Benway is an art collector, which is how he and Tannhäuser first met. He has bought from Adeline Voltaire before, which is why he saw the ArtZine article.

STR:	10	Move:	3
CON:	12	HP:	23
SIZ:	11	Dex SR:	3
INT:	16	SAN:	48
POW:	13	Magic Points:	13
DEX:	15		
APP:	12		
BRA:	14		



ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3
VP78 Pistol	3/A3	45	+0	1d8+1

Armour:

11AP from Blood Shield, plus Personal Body Armour 4AP.

Augmentations:

Endocrine Control (bio).

Skills:

Dodge 25; Jump 30; EVA 20; Swim 60; Fast Talk 25; First Aid 80; Medicine 70; Occult 60; Religion 60; Spot Hidden 40; Listen: 30; Pharmacy 50; Vehicle 35.

Magic:

Benway has studied magic all his life with a passion, and has learnt a few spells over the years. In addition Benway wears a silver Elder Sign on a cord about his neck.

Black magic: Weight of a Thousand Hells/6	80%
Black magic: Blood Shield/10	95%

JENNIFER BLUME

The Engineer

Blume is the engineer who oversaw excavation of the Yithian Device at LV-44. She witnessed the accident that caused the disappearance of Neil Bakos, and ever since has been in and out of Terra Novan psychiatric hospitals. No one except Benway and Blume can remember, as all official records show that he died many years before. Jennifer Blume will be in the cavern, at the control console, but will not attempt to get into combat. She will instead lose it completely, and run at the Quantum Bubble shouting "Neil, I'm coming Neil!"

MATTHEW RAND

The Businessman

Ex-member of the Hallidor board, Rand will be on the Island at the end of the adventure. Rand is ex military, and will be all dressed up like he's going hunting.

STR: 14 Move: 3
CON: 15 HP: 23
SIZ: 13 Dex SR: 3
INT: 13 SAN: 60
POW: 10
DEX: 11
APP: 10
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3+1d4
M41 SMG	3/5/10	45	+0	2d6+4
M11PPistol	3	45	+0	1d10+2

Armour:

Personal Body Armour 4AP.

Skills:

Dodge 25; Jump 30; Swim 40; Fast Talk 25; First Aid 20; Spot Hidden 40; Listen: 30; Vehicle 35.

HENRI KESSLER

The Fixer

Kessler is the fixer for Benedikt Tannhäuser. He is ex-military and runs a small security consultancy firm on Anteros. Silverman is one of his vetted employees. Henri Kessler is a fake identity – his real name is Henri Besson, and he was a Captain in the Colonial Marines who was declared MIA during the disastrous Ixion invasion.

STR: 16 Move: 3
CON: 16 HP: 30
SIZ: 14 Dex SR: 3
INT: 14 SAN: 60
POW: 10
DEX: 15
APP: 11
BRA: 17



ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3+1d4
M41 SMG	3/5/10	45	+0	2d6+4
IMI-V Pistol	3	65	+0	1d10+1d6
M11P Pistol	3	65	+0	1d10+2

Armour:

Stealth Assault Suit 6AP.

Augmentations:

Attention Coprocessor (Cyber).

Skills:

Dodge 35; Jump 40; Swim 40; Fast Talk 45; First Aid 40; Spot Hidden 60; Listen: 50; Pilot Aerospace 30; Vehicle 35.

SECURITY GUARDS

The security guards at the island all follow the same basic template. Keepers can make up names as they see fit. They have been chosen for this work detail by Kessler because of their loyalty and discretion. They aren't suicidal however, and will quickly surrender if outgunned. Remember they are paid goons, not insane cultists.

STR: 13 Move: 3
CON: 14 HP: 26
SIZ: 12 Dex SR: 3
INT: 13 SAN: 60
POW: 12
DEX: 12
APP: 12
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	60	+0	2d3+1d4
M11P Pistol	3	50	+0	1d10+2
Baton*	1	45	+0	1d6+1d4
M41 SMG**	3/5/10	50	+0	2d6+4
Knife**	1	60	+0	1d4+2+1d4

*Type 1 (stun damage)

**Type 2

Armour:

Type 1: 4AP Personal Body Armour;

Type 2: 6AP Stealth Assault Suit.

Skills:

Administration 30; Data Analysis 30; Dodge 30; Fast Talk 25; First Aid 20; Vacc Suit 30; Streetwise 25; Spot Hidden 40; Listen: 30; Vehicle 35.

ADAM MONROE

The Yithian

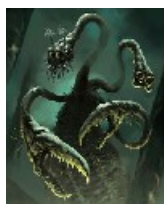
Ten years ago a Yithian time traveller swapped minds with eminent quantum-physicist and F-Space engineer Adam Monroe. Monroe had always been eccentric, and had few close friends, so no-one initially noticed the subtle changes in his character that occurred. Monroe was invited to a party on Mars to celebrate the latest collection by rising young Terra Novan artist Adeline

Voltaire. The Yithian had been having fun as Adam Monroe. Becoming unintentionally intoxicated on alcohol, the Yithian allowed itself to be hypnotised by an entertainer at the event. Most of the party-goers laughed off his subsequent wild claims spouted while under hypnosis, but the series of events had been carefully staged by Tannhäuser...

THE YITHIANS

Shadows out of Time

STR: 42 Move: 7
CON: 26 HP: 90
SIZ: 64 Dex SR: 3
INT: 20 SAN: 60
POW: 13
DEX: 10
APP: 12
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Claw	1	40	+0	1d6+6d6
Lightning Gun	3	30	+0	1d10/charge
Disruptor	1	30	+0	Paralysis

Armour:
8AP.

COLSEC BACKUP

It is doubtful any Tactical Response teams will be made available to the PCs. Stats for generic uniform officers are as follows:

STR: 13 Move: 3
CON: 14 HP: 26
SIZ: 12 Dex SR: 3
INT: 13 SAN: 60
POW: 12
DEX: 12
APP: 12
BRA: 13

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	60	+0	2d3+1d4
M11P Pistol	3	50	+0	1d10+2
Baton*	1	45	+0	1d6+1d4*

*stun damage

Armour:
4AP Personal Body Armour.

Skills:
Administration 30; Data Analysis 30; Dodge 30; Fast Talk 25; First Aid 20; Law 50; Vacc Suit 30; Streetwise 25; Spot Hidden 40; Listen: 30; Vehicle 35.

APPENDIX B: EXAMPLE INVESTIGATORS

Special Agent Samuel Cutter

The Grizzled Cop

You've been a Field Agent in the Federal Law Enforcement Authority for ten years. Ten years dealing with criminals and low-lives from one end of the Federal Colonies to the other. Too much time in the company of scum, too much time in cryosleep, and too much time away from home.

Ever since Gorbenko ended up in the hospital after that business on Kruger II you know you've been close to burnout. Assistant Director Thorn quickly assigned you a new partner – a young idealist called Amber Jones. She reminds you a little of what you were like back when you started. She's a good kid. You have better things to be doing than investigate the accidental death of some rich kid. Better things like deep sea fishing on Horizon, which is precisely where you were both headed for some well earned R&R after breaking up a smuggling operation on Niobe. Until Thorn decided you were doing a favour for an old friend of his on Terra Nova. Seems this friend of his thinks his daughter was murdered, but the local cops are calling it an accident.

Still, after everything you're still a cop, and if this girl's death isn't accidental, you're gunna find out who is responsible...

Special Agent Amber Jones

The Younger Partner

You've been a Field Agent in the Federal Law Enforcement Authority for four years, after graduating from Copernicus University with a degree in Criminal Psychology. You like to think you're making a difference – bringing law and order to the Federal Colonies, protecting honest colonists from the criminal low-lives who try to ruin everything the Interstellar Colonial Authority has worked for. You sometimes get ribbed by your colleagues for your idealism, but you genuinely believe that most people are decent hardworking types.

You've been working with Samuel Cutter as your partner for the past 4 months. He's well known for being a hard-ass, but you think you've turned the corner. After breaking up that smuggling ring on Niobe, he's invited you deep sea fishing on Horizon.

Assistant Director Thorn has assigned you to reinvestigate a case on Terra Nova. Seems a friend of Thorn's thinks his daughter was murdered, but the local cops are calling it an accident. If this girl's death isn't accidental, whoever killed her needs to be brought to justice...

Data Analyst Hojo Takahiro

The Computer Guy

You were onto a real cushy number. Software engineer for Azumi Systems working at one of the Terra Nova orbitals. Terra Nova, playground for the rich, famous and powerful of Federation society. There is no way you'd ever have the money or status to afford to visit this planet if your employers hadn't assigned you here. Short hours and a lot of free time. What could be better?

Then it happened. Yesterday your team leader pulled off a routine server upgrade job for something 'a little more important'. It seems an Azumi AI is involved in a death of some local bigwig's daughter. You didn't need reminding that it would be a PR disaster if Azumi is implicated as being at fault. So, go work with some Feds, prove the death isn't Azumi's fault. "Anything but Azumi" was the mantra of the smiling PR officer. You seriously suspect your next assignment won't be so cushy if this one doesn't end well...

Bartholomew Pope

The Designated Driver

You've been a commercial aerospace pilot ever since you washed out of naval academy, which seems like a lifetime ago now. Before getting the job with the Voltaire family you were a pilot for Hercules Shipping out in the Circum-Hera system – mainly doing courier work flying small runabouts.

Kai Chan Vong, head driver for the Voltaire family gave you your big break 5 years ago, hiring you from a crowd of other hopefuls to join the Voltaire staff. You've worked for the Voltaire family ever since. Your main duties have been taking Agatha Voltaire on shopping trips, courier work for Lucien Voltaire, and occasionally transporting Adeline Voltaire to one place or another. You liked Adeline.

She was a true free spirit, not like her brothers. You secretly had a crush on her ever since you first met her.

Nikolai Stahl

The Bodyguard

You have been a 'Freelance Security Specialist' ever since you left the forces 10 years ago. You lost good friends during the Colonial Wars, and the Colonial Marines taught you the meaning of trust and loyalty. It also taught you that corporate mercenaries earn a lot more than government troops.

For the last 5 years you've worked exclusively for Lucien Voltaire. Since this nasty business with Adeline, Mr Voltaire has assigned you to accompany the FLEA agents looking into her death, and generally keep and eye on things. Make sure they do their jobs properly, and don't just conveniently come to same conclusions as the local plods.

Adeline's death has hit you harder than expected. Adeline always called you Uncle Nikki. No one ever called you Nikki except Adeline. Not if they wanted to keep their teeth.

Harriet Fourier

The Local Liaison Officer (cop)

You were rotated to Epsilon Eridani after completing your Colonial Security training almost 2 years ago. It's a 2 year posting, and you're currently considering whether to stay on, or apply for a new posting, maybe one closer to home.

Deputy Commissioner Blake has assigned you to babysit a group who are looking into the Adeline Voltaire death, and to keep him informed as to their findings. He has also made it clear that this is not an official investigation; it appears to be a favour from FLEA to Lucien Voltaire, the father of the deceased. It has put noses out of joint on the local police board, and as such he is not making anything in the way of departmental resources available.

You'll have to call in some serious favours if you need police backup on this one. You're very excited to be on a FLEA investigation, even if it's an unofficial one. You've had your FLEA Special Investigations Agency application pack sat on your PDA for 8 months now...

WHAT OFFICER FOURIER KNOWS

Playing patrol officer Harriet Fourier, you have the following information you can divulge to the other Investigators as soon as you meet them at the 'crime scene':

- The beach house is owned by the recently deceased – Adeline Voltaire, daughter of Lucien Voltaire.
- Adeline Voltaire was an up and coming artist – a sculptor who was noted for using reconditioned mining robots to sculpt and laser-etch rock imported at great expense from the Circum-Hera system.
- Something obviously went wrong, because it appears that she became her latest – and final – sculpture. Sometime last night her robots dismembered her instead of sculpting rock.
- Adeline Voltaire had a show due to open next month.
- SOCO (scene of crime officers) have been over the crime scene, and the body has been removed for autopsy.
- Deputy Commissioner Blake has given the Federal Agents clearance to access the scene prior to the investigation being closed down.
- Deputy Commissioner Blake has also sent a copy of the police report summary, with attached autopsy and SOCO reports to your PDA, to disseminate to the other players.

APPENDIX C: HANDOUTS

INVESTIGATORS HANDOUT 1

TERRA NOVA

Terra Nova is one of the richest planets in colonised space, in terms of the standard of living of the inhabitants. It is a nearly ideal world possessing an idyllic, terran ecosystem; much like Earth must have been before humanity spread across the planet.

During the early stages of colonisation, the consortium of corporations involved successfully pressured key individuals in the United Earth Federation Space Administration to place restrictions on emigration to Terra Nova. Because of this, the planet has become a home for an exclusive group of the richest people in the United Earth Federation (UEF); retired politicians from Earth and wealthy stockholders from dozens of corporations have settled here with their families, and have lives of great ease.

It is noteworthy that the people who live on Terra Nova are not those who currently have power. They are people who have traded their power for simple wealth, and who are now reaping the benefits of that decision. Terra Nova is also a popular holiday destination for Earth's uber-rich.

The majority of the resorts, wildlife parks and estates lie in the planet's lush southern hemisphere. There is little heavy industry on Terra Nova itself outside of that required to keep the resorts and private estates going. What there is lies in the northern hemisphere, and consists mostly of specialist agriculture, waste processing, recycling and light manufacturing. Most of the heavy industry, as well as the personnel necessary to operate that industry, have been consigned to several orbital stations, and the moons of the gas giant Epsilon Eridani c – Hera.

INVESTIGATORS HANDOUT 2

THE POLICE REPORT



FEDERAL LAW ENFORCEMENT AUTHORITY EPSILON ERIDANI/TERRA NOVA DISTRICT POLICE REPORT

ATTENDING OFFICER	Detective Sergeant Randall Owens
CASE REFERENCE	1104-1404-2271/MS08
ATTACHMENTS	SOCO Report / Forensic Pathology Summary

REPORT SUMMARY

At 06:58 LT the Paradise City branch of the Terra Novan Colonial Security Force logged an emergency dispatch request to 844 Paradise Coast Road. The call was recorded as being made by a Mrs Lorna Janowitz, a Domestic Help working at the address, who reported that she had found her employer, Miss Adeline Voltaire, dead.

ColSec Patrol 114 (officers Dunne and Fife) attended, arriving at the scene at 07:17 LT, where they report meeting Ms Janowitz who they describe as being in an obvious state of distress. After confirming the property was secure, Officer Dunne was able to get a preliminary statement.

Ms Janowitz had arrived at the address at 6am as usual, and seeing lights on in the work studio had gone into the main house to make a fresh pot of coffee, which she was in the habit of doing when it was clear her employer had been up all night working. It was upon entering the work studio that she found the body of Miss Adeline Voltaire.

SOCO arrived on scene at 09:12. The body was catalogued and removed for autopsy.

Speaking to several witnesses I was able to piece together the victim's last known movements on the night she died.

18:30-21:00

Adeline Voltaire goes out to the bar Fibonacci's in Paradise City with friends.

21:20

Adeline returns home with Hunter Cassavetes.

23:00

Hunter leaves Adeline to go meet friends at the exclusive nightclub 'Quark' at Echo Beach, further up the coast.

03:00

Adeline Voltaire activates her robot sculptors, and is killed by them.

After speaking to several witnesses as listed below, and examining the SOCO report and autopsy report, my conclusions are that this is a case of accidental death, and this is what I will be recommending the case be filed as when closed. There are no obvious signs of foul play.

ATTACHMENT 1: SCENE OF CRIME OFFICER REPORT

SUMMARY

At the request of ColSec Detective Sergeant Randall Owens I was requested to respond to assist in processing the scene of a purported accidental death on the morning of Saturday 14th April 2271. Det Sgt Owens' preliminary investigation revealed that the victim died after being dismembered by a set of converted industrial mining robots she had had reprogrammed as remote sculptors.

For further details concerning the initial stages of this investigation please refer to Det Sgt Owens' police report. As usual I have tried to restrict speculation in my report, and stick to the known facts.

Observations:

- No obvious sign of break-in (corroborated later by forensics tests)
- No sign of struggle at scene
- No obvious sign that anything was taken from the scene
- No evidence of a suicide note

PROCESSING / EVIDENCE COLLECTED

Initial Analysis Results: DNA Sweep

DNA evidence collection did not turn up any unusual hair or skin fibres. Most recent samples are from: victim, Domestic Help Ms Lorna Janowitz and a Mr Hunter Cassavetes (interviewed by Detective Sergeant Randall Owens and currently dismissed as suspect).

Initial Analysis Results: Data Core

The entire storage capacity of the Beach House data core has been overwritten multiple times with millions of lines of seemingly random computer code. As such there is no recoverable data.

Initial Analysis Results: Mining Robot

Azumi Smart Systems AR-23 Remote Mining Arm comes equipped with a Delta Level AI as standard, capable of performing autonomic operations only from a pre-loaded set of templates. On the night Miss Adeline Voltaire died, the mining robots apparently suffered a serious failure in the heuristic logic drivers of their core Artificial Intelligence systems. We have recommended an analyst from Azumi Smart Systems investigate this matter further.

ATTACHMENT 2: FORENSIC PATHOLOGIST SUMMARY

Case Number:	1104-1404-2271
Decedent:	Voltaire, Adeline Ganymede
Examining Pathologist:	Doctor Sara Langstrom
Time of Autopsy:	14:40 LT (body removed from scene at 11:52 LT)

Sex:	Female Caucasian
	Terra Novan Immigrant (originally from Centauri Prime)
Age:	26
Death scene:	Body was found at home, in an artist's studio at back of 844 Paradise Coast Road.
Time, date and place of death:	Tests place time of death at approximately 03:00hrs 13/04/2271 EST. Place of death same as location body was discovered: in artist's studio at 844 Paradise Coast Road.
Time, date and place of autopsy examination(s):	Preliminary examination carried out at scene. Body then transported to department of pathology at Paradise City hospital for autopsy.
Condition of body:	<p>Body dismembered into 6 pieces:</p> <ul style="list-style-type: none">■ Head decapitated from body at neck■ Body cut in half from left shoulder to right hip■ Left arm amputated above elbow■ Left arm cut into 3 separate pieces■ Right arm amputated below elbow <p>Wounds showed pronounced evidence of charring and cauterisation synonymous with industrial laser injuries.</p> <p>Examination of stomach contents revealed subject had eaten a meal approximately 6 hours prior to death (meal consisted of noodles and vegetables).</p>
Cause of death:	Victim died after massive trauma caused by decapitation and multiple amputations caused by industrial laser cutter.
Toxicology:	Traces of alcohol and tranquilizers found in bloodstream. Presence of tranquilizers initially suggested subject was drugged prior to death. Further investigation of this revealed that subject had recently been prescribed sleeping medication after complaining of having trouble sleeping.
Identifying marks:	Stylised Polynesian tattoo on back identified as identical to that possessed by Adeline Voltaire.
Personal effects:	Remains of clothing – lab analysis confirms unbranded white silk, no unique identifying features.
Notes:	According to medical records, subject was a latent psychic with very minor telepathic powers. This was apparently never registered with the MRA.

INVESTIGATORS HANDOUT 3

ARTZINE INTERVIEW

Artist's Impression

Words by Mobius Salma.

Pictures by Iain Zhen

It has been two years since **Adeline Ganymede Voltaire** first unveiled her critically-acclaimed exhibition *Catatonic States*. Now, on the eve of her new show *Impressions of the Future*, ArtZine's very own Mobius Salma has managed to get some exclusive face-time with the lovely lady herself.



WHY ARE YOU AN ARTIST ADELINE, AND WHEN DID YOU FIRST BECOME ONE?

I think artists are born and not made. How much ability they have, and what they are able to do with it varies depending on the rest of the personality and probably the early circumstances of their lives. Some with very little ability are able to forge huge, successful careers, while others with tremendous ability can not move ahead at all.

Thus it is that I have always been an artist. There was a seminal experience in my early life that formalised this for me. When I was five years old, my father took me and my brothers to Mars. I vividly remember lying in the Martian sand in my little pink Mars Suit, and looking down into the Valles Marineris. I was exhilarated and terrified all at once, and wondered if I could ever create anything that would stir such emotions in others.

COULD YOU TELL US SOME MORE ABOUT YOUR SCULPTURE?

In textbook terms, my work would best be described as contemporary expressionism, which loosely means artists who communicate personal vision by distorting colour, shape, surface, or space in their work. It has been said of my work that it is the "inside out, rather than the outside in". The subject matter varies widely, although most of it addresses the human condition in one form or another.

WHAT ABOUT THE PROCESSES INVOLVED IN THE CREATION OF YOUR ART?

I start by using traditional methods – I generally get my ideas and inspirations down in my sketchbooks, before moving on to creating 3D virtual models of the sculptures on my computer. From there the robot sculptors use the 3D models to build work-templates for when they cut the rock using high-gain industrial laser torches. The rock I am using for my new exhibition I am very excited about – meteoric rock imported from Circum-Hera. Very nice indeed.

WHAT FAMOUS ARTISTS HAVE INFLUENCED YOU, AND HOW?

Sculpture: Hans Bellmer, Juan Munoz, Marcus Wittwer. The work Wittwer did in his later life – the zero-g spun glass sculptures – and how he approached his work both technically and artistically. Painting: Matisse and Gauguin for colour and line, Picasso for line and Rothko for colour.

WHAT OTHER INTERESTS DO YOU HAVE OUTSIDE OF CREATING ART?

I read voraciously, I love music of all kinds, watching films, and I love the sea. Swimming in the sea is a very cathartic experience for me.

WHAT INSPIRES YOU TO CREATE ART?

Inspiration for me can come from innumerable sources. Artists whose work I love, artists whose work I have just been exposed to, books, music, film, situations. Some of the works in my latest exhibition have even come from my dreams.

HOW WOULD YOUR LIFE CHANGE IF YOU WERE NO LONGER ALLOWED TO CREATE ART?

I would be dead or in a catatonic state.

WHAT'S THE BEST AND WORST PARTS OF BEING A FULL TIME, WORKING ARTIST?

The very best is when you are "in the zone" and everything is working, the worst is that time is always and inevitably the enemy.

WHAT ADVICE WOULD YOU GIVE TO AN ARTIST JUST STARTING OUT?

If you want to have a long career then you must first and foremost love process. All else should pale in front of the love of what you are doing as you make your work. That will sustain you over many an arid time vis a vis galleries, sales, and shows. Also, keep your eyes open for new products and techniques and always, always be looking at everything!

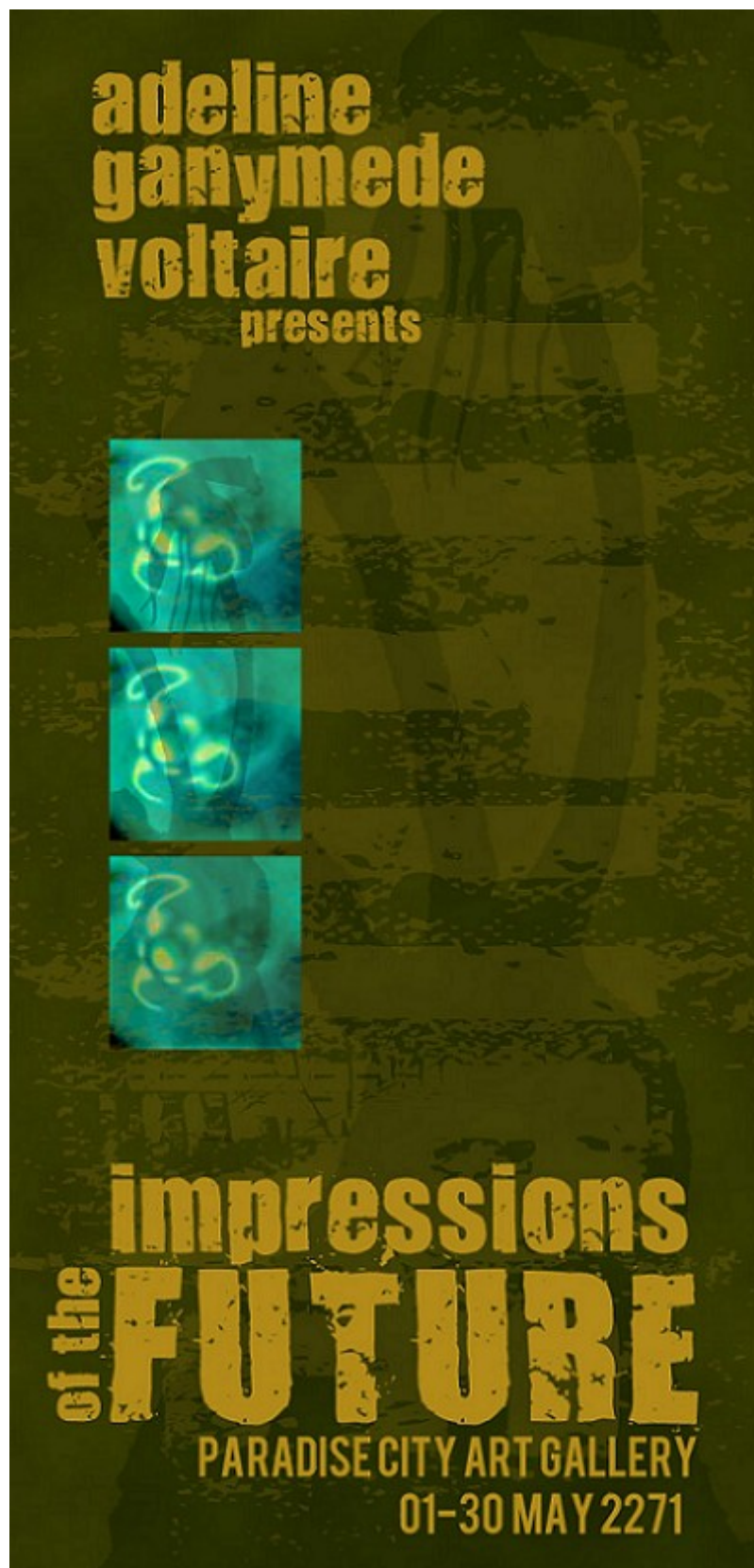
FINALLY, WHAT CAN YOU TELL ME ABOUT YOUR UPCOMING SHOW, IMPRESSIONS OF THE FUTURE?

It sounds cliché but I really do feel this is my strongest show yet. I don't want to give too much away, so come back and see me after the show has opened – we can talk about it once you've seen it.

*Impressions of the Future by Adeline Ganymede
Voltaire opens at the Paradise City Art Gallery on
1 st May.*

INVESTIGATORS HANDOUT 4

THE EXHIBITION FLYER



INVESTIGATORS HANDOUT 5

LOCKMIT INDUSTRIES RAPTOR 9000 IP SHUTTLE



RAPTOR 9000 IP SHUTTLE

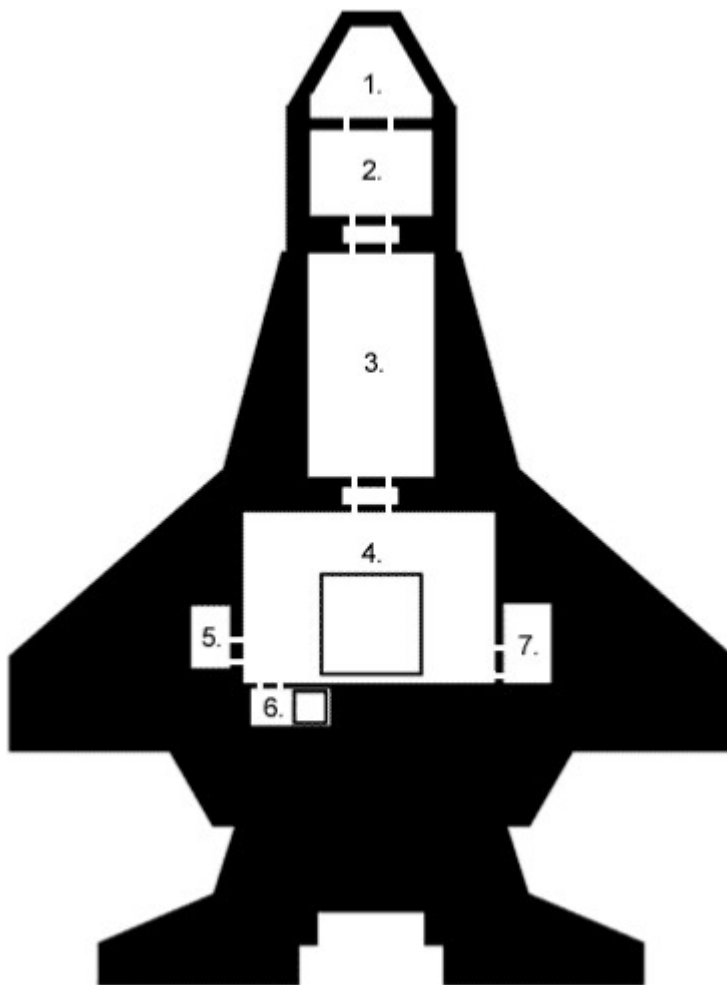
With its sleek black lines the Raptor 9000 is the cutting edge in executive transport vehicles. Fast, manoeuvrable and capable of both atmospheric and interplanetary flight, it was designed by LockMit Industries for when security is as important as style. Featuring state of the art technology that borders on military spec, it is fast becoming the transport of choice by the elite of the corporate security industry.

The Raptor 9000 requires a crew of two: pilot and co-pilot/communications officer. Standard passenger configuration comes equipped with 10x grav couches.

General Characteristics

Primary Function:	Interplanetary and suborbital transport
Contractor:	LockMit Industries
Power Plant:	Fusion
Propulsion	
Atmospheric:	Scramrocket
Orbital:	Fusion rocket
Length:	17.4 metres
Height:	4.4 metres
Wingspan:	8.1 metres
Max Velocity	
Atmospheric:	Mach 5.6
Orbital:	7.4g
Flight Ceiling:	Trans-atmospheric
Max Payload:	2 tons
Cargo Configurations:	12x Passengers
Crew:	2 (pilot/co-pilot comms)
Sensors	

Ground:	20km
Space: Passive	2000km
Space: Active	100km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Wpn Systems:	Nose mounted VRF Gauss gun.
Game Stats	
Velocity: Cruise	08
: Afterburn	16
Manoeuvre:	3 (+6%)
Autopilot:	50%
Battle Computer:	0
Initiative Modifier:	+4
Stealth:	0
ECM:	0
Fire Control:	0
Armor Value:	8



1. **Cockpit:** Armoured polarised viewports, blast shutters. 2x crew seats for pilot and co-pilot, 2x passenger/observer seats. Door to (2) is armoured 14 AP.
2. **Crew Lounge:** Computer console, Autochef, 4x seats. Airlock to (3).
3. **Passenger Section:** 10x grav couches, 5 along each wall. Airlock to (3) and (4)
4. **Cargo Bay:** Cargo ramp can be lowered from here or from cockpit.
5. **Equipment Stowage:** Locked storage compartment contains emergency equipment, weapons etc.
6. **Maintenance Access:** Locked compartment provides access to engines, avionics etc.
7. **Fresher.**

INVESTIGATORS HANDOUT 6

ANTEROS/FERRISVILLE

ANTEROS

Anteros is the largest of the 14 moons orbiting the emerald green gas giant Hera, and is the hub of colonial activity in the Circum-Hera system.

Like the Galilean moons Anteros is composed primarily of silicate rock and water ice. It has an iron-rich, liquid core, with a saltwater ocean is nearly 200 km below the surface, sandwiched between layers of ice. The water is kept liquid due to deep geothermal activity caused by Hera's gravitational influence on the moon. Anteros possesses a magnetosphere, likely created through convection within the liquid iron core.

The moon is the centre for all Circum-Hera mining operations. The largest settlement is Ferrisville, located in and around the Cameron Chasma, a 3km deep fissure that runs around the moon for almost half its circumference.

FERRISVILLE

An acentric arrangement of geodesic domes, landing platforms and other ancillary structures, Ferrisville is the largest settlement in the Circum-Hera system. The official census figures put the population at 150,000, but due to the large numbers of miners and prospectors who pass through the settlement, both freelancers and employees of one of the big mining corporations, the population is often much higher.

Independent cargo ships have taken to stopping off at the Ferrisville Swarm, as it much cheaper than paying the exorbitant docking fees of the Terra Novan orbitals.

This transient population make policing Ferrisville a challenge to say the least. The small ColSec force spend most of their time preventing simmering rivalries between the mining corps from boiling over into a shooting war. Uniform spend most of their time in riot gear.

INVESTIGATORS HANDOUT 7

THE NEWS ARTICLE

SCIENTIST MISSING ON MARS

23 March 2262

Dr Adam Monroe, a Foscolo Award winner in 2256, and currently a technical director for Consolidated Aerospace Research at Deimos, is missing on Mars.

Dr Monroe, an eminent quantum-physicist and F-Space engineer, was due back at work at Consolidated Aerospace's Deimos facility on 1 March after a 2-week climbing holiday in the Valles Marineris, but never boarded his flight in Anchorpoint City.

According to The Associated Martian Press, the authorities believe that he arrived in Anchorpoint City after arriving with a group of holiday-makers onboard a chartered suborbital, but no further trace has been found.

A spokesman for Consolidated Aerospace has stated that this disappearance is completely out of character for Dr Monroe, and as such they are very concerned about his safety. Despite this official statement, there are unconfirmed reports that Dr Monroe's behaviour had been erratic of late, causing concern amongst friends and work colleagues.

Dr Monroe was currently developing the world's largest astronomy database, the Sloan Digital Sky Survey, which cross referenced astronomical databases.

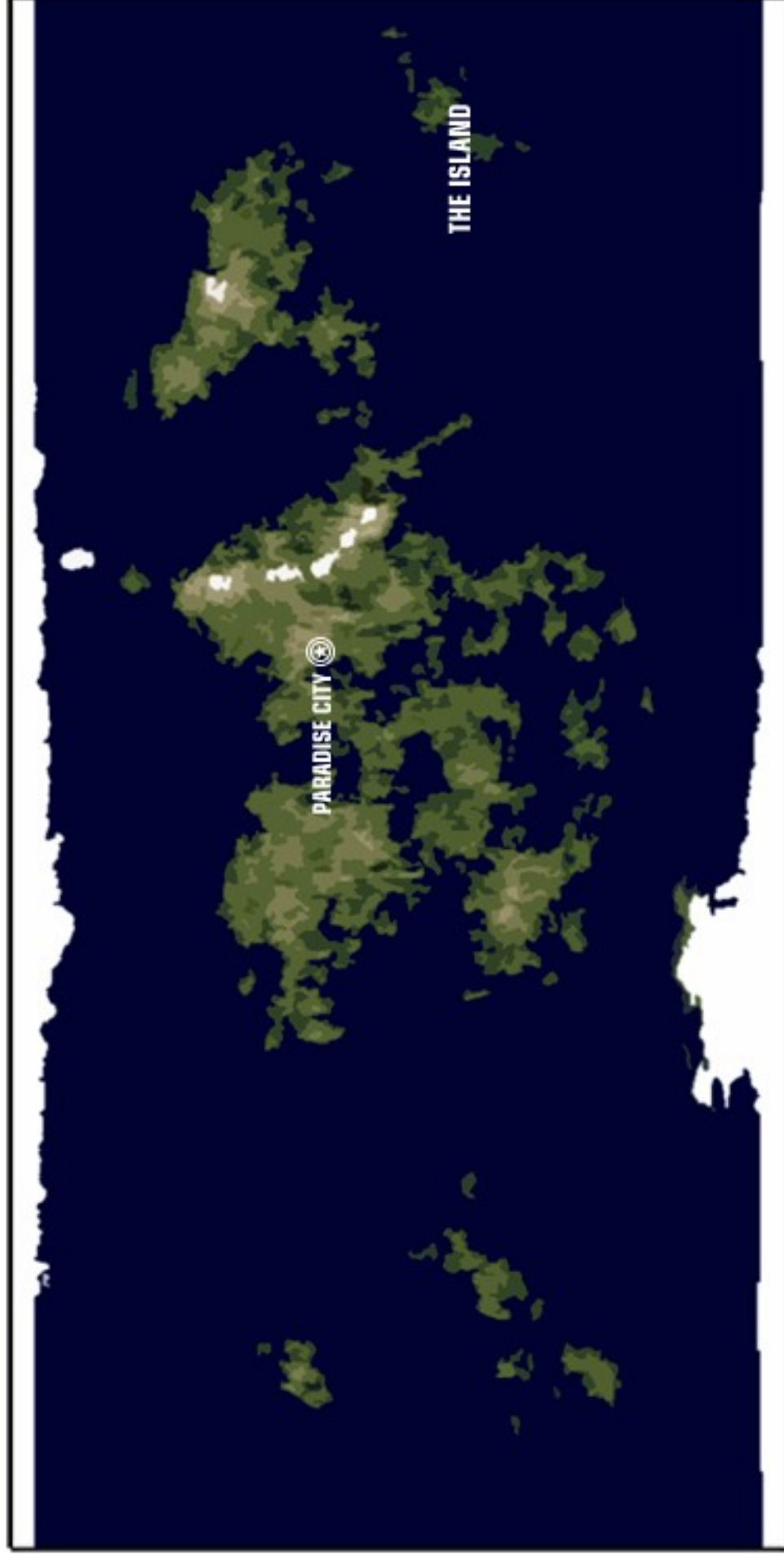
INVESTIGATORS HANDOUT 8

THE ISLAND



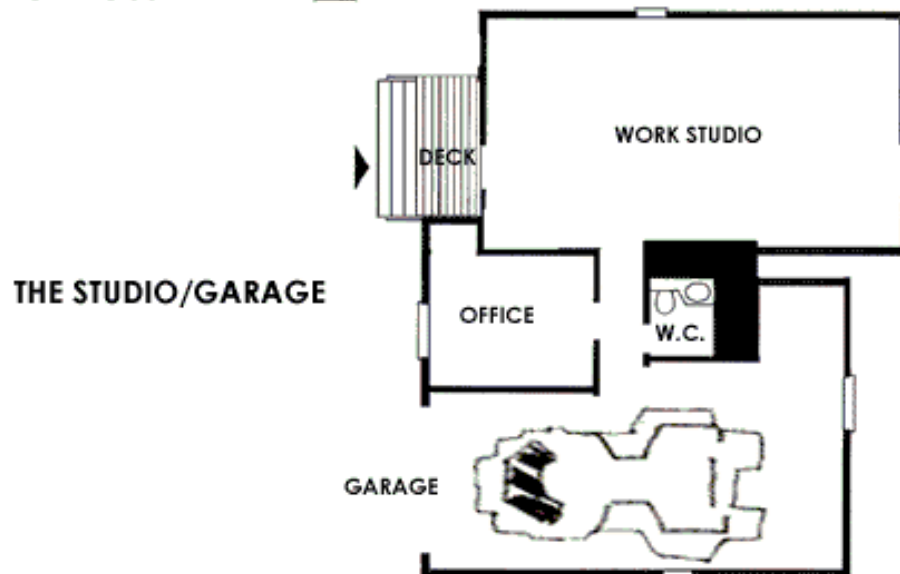
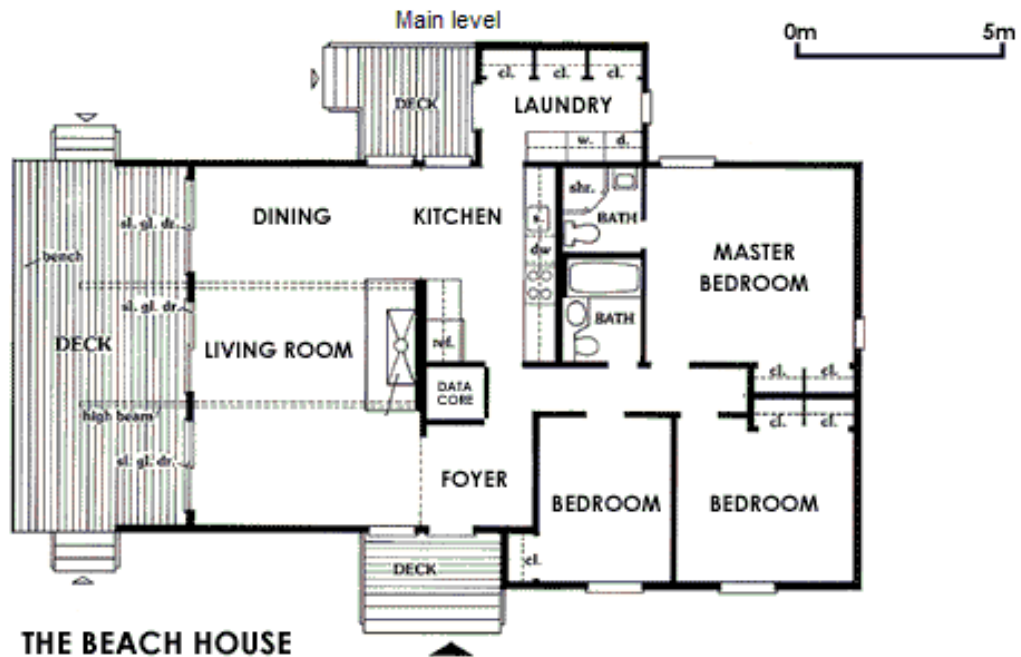
TERRA NOVA PLANETARY MAP

CREATED BY ICA HIGH RESOLUTION IMAGERY 04112259



EQUATORIAL CIRCUMFERENCE: 25220.7 KM

MAP 2: THE BEACH HOUSE



EXTERIOR



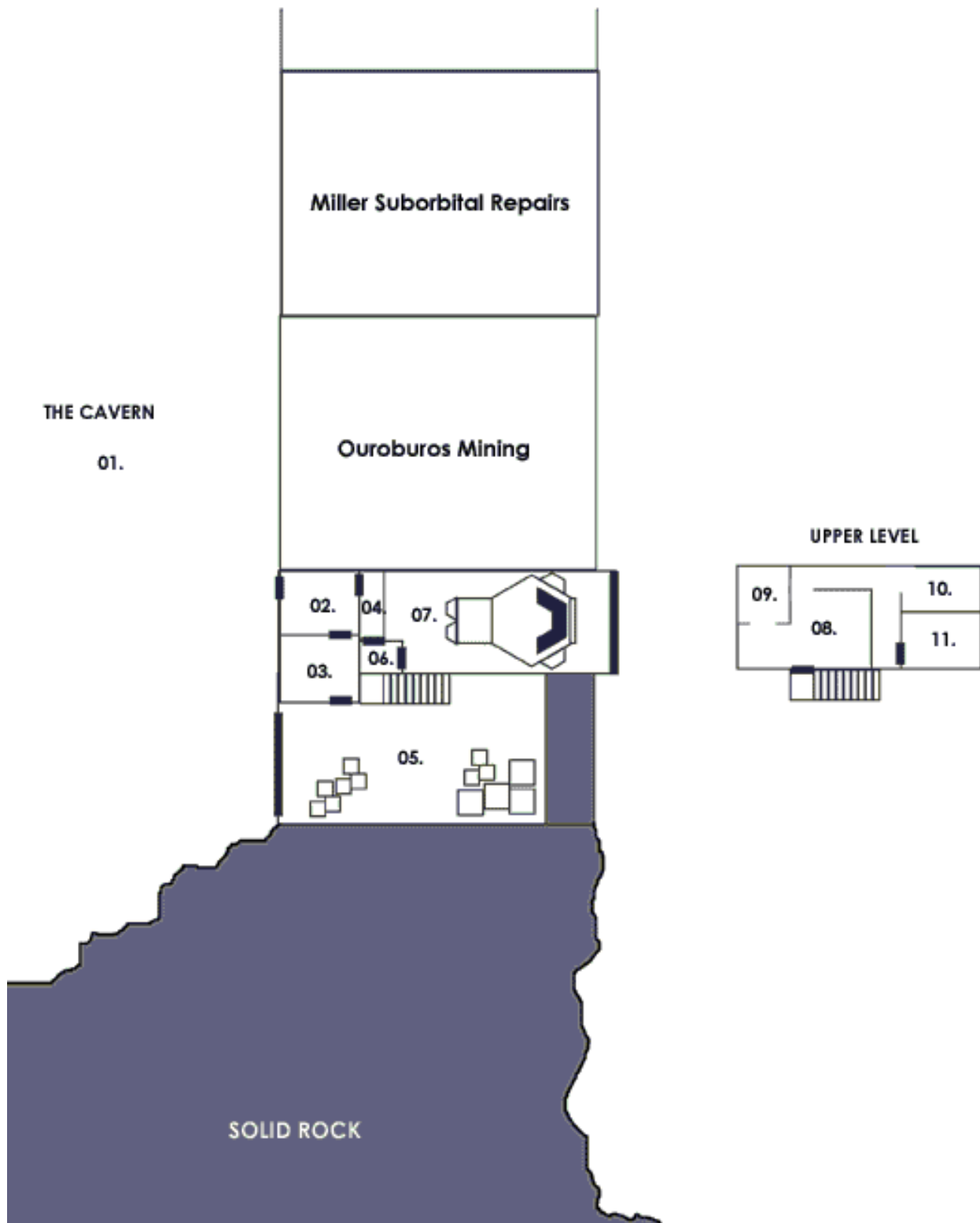
INTERIOR



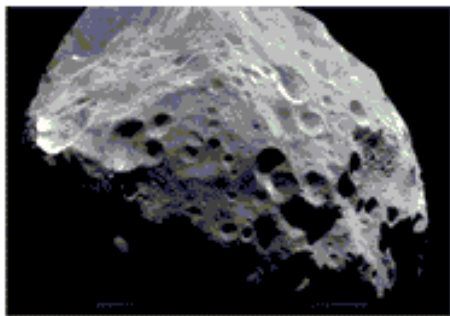
MAP 3: HYDRA INDUSTRIES

FERRISVILLE OFFICE

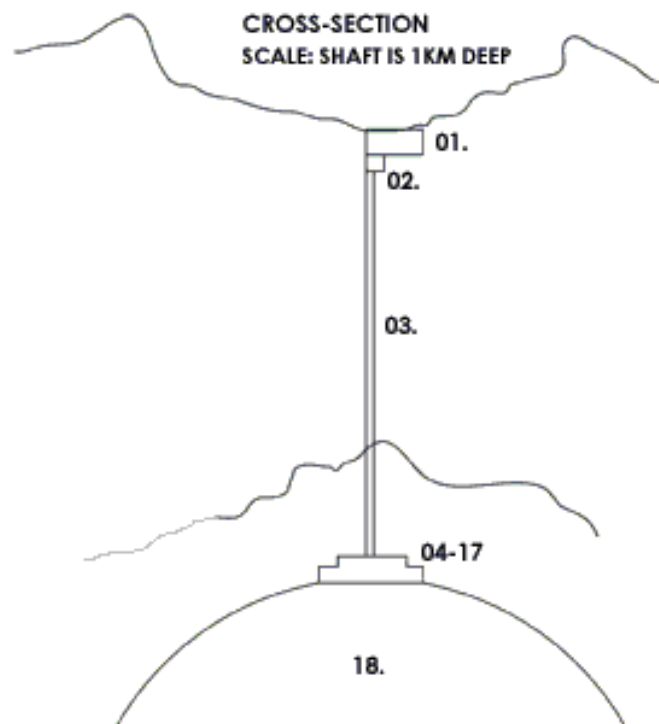
0m 20m



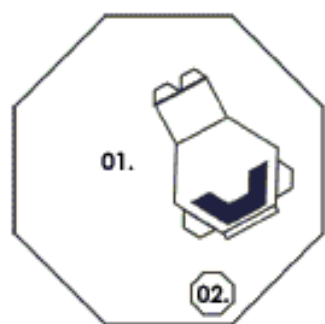
MAP 4: LV-44



LV-44 is composed mainly of rock rich in carbonaceous material, with a dense metallic core of some kind. It is cratered, but many of the craters are partially filled with regolith.

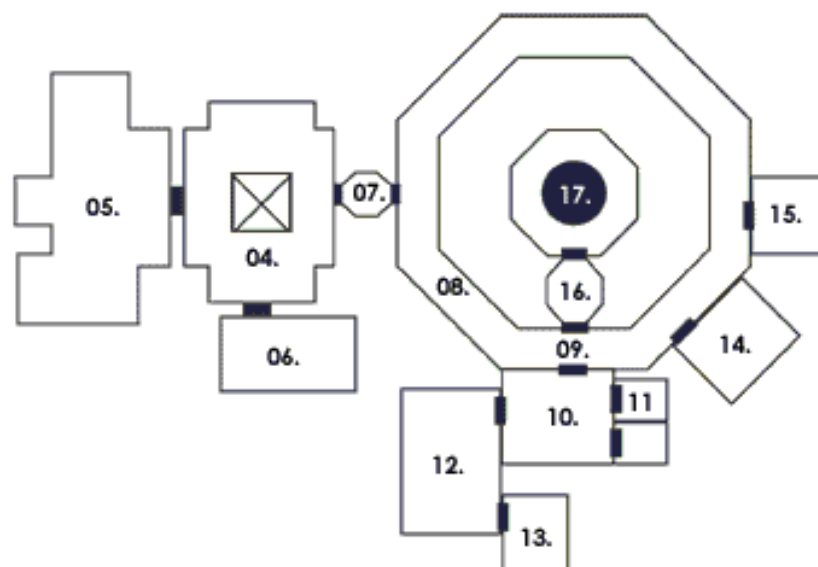


THE CONCEALED HANGAR

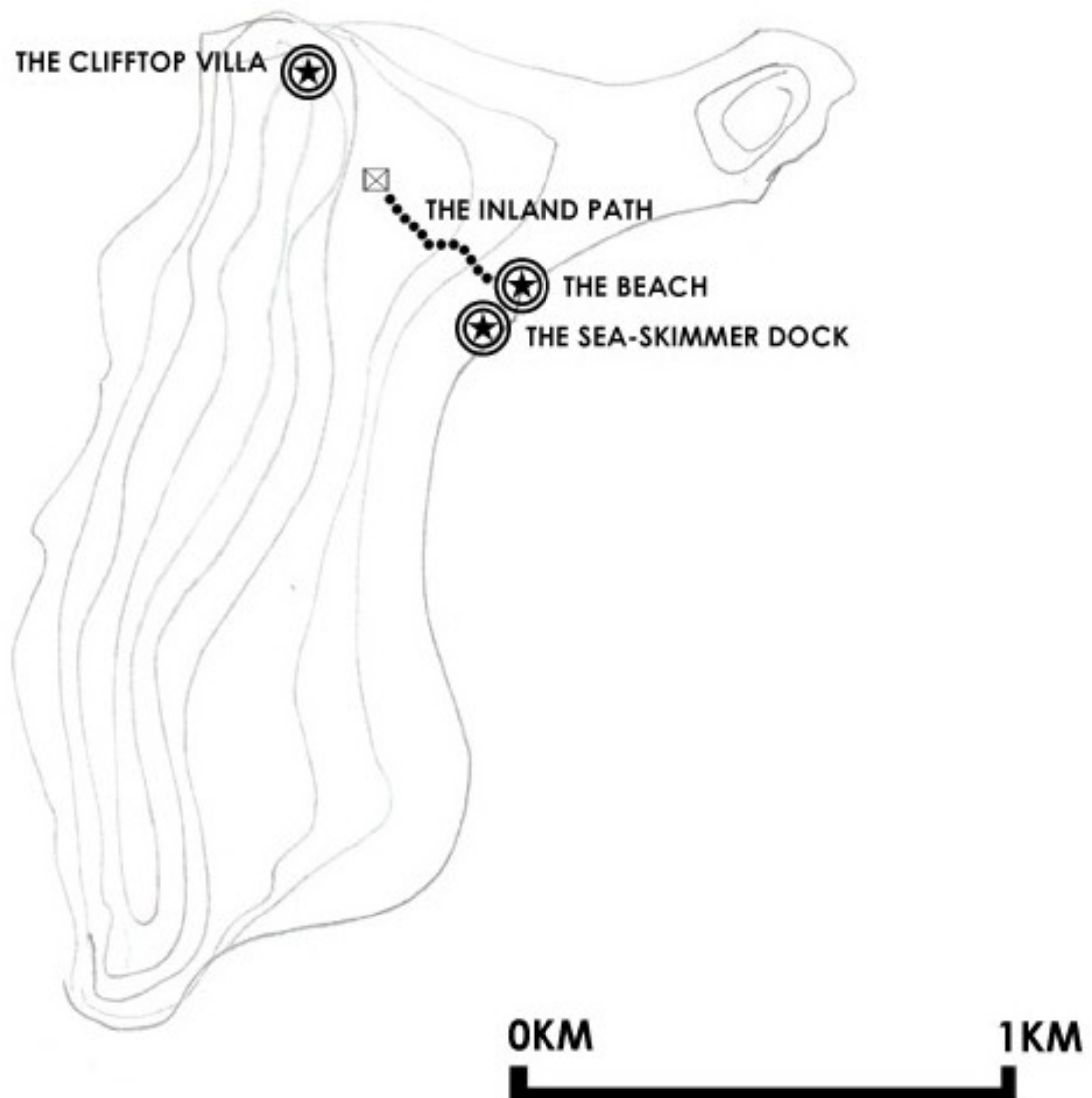


0m 20m

THE SUBTERRANEAN HABITAT



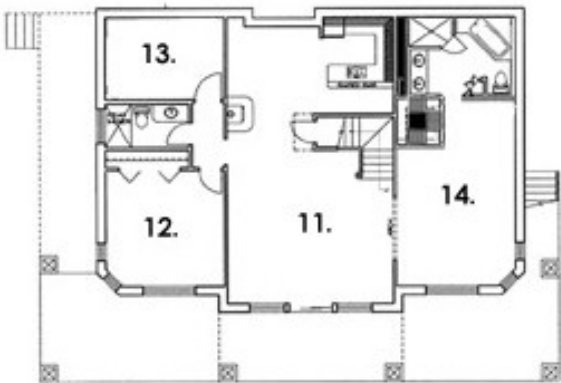
MAP 5: THE ISLAND



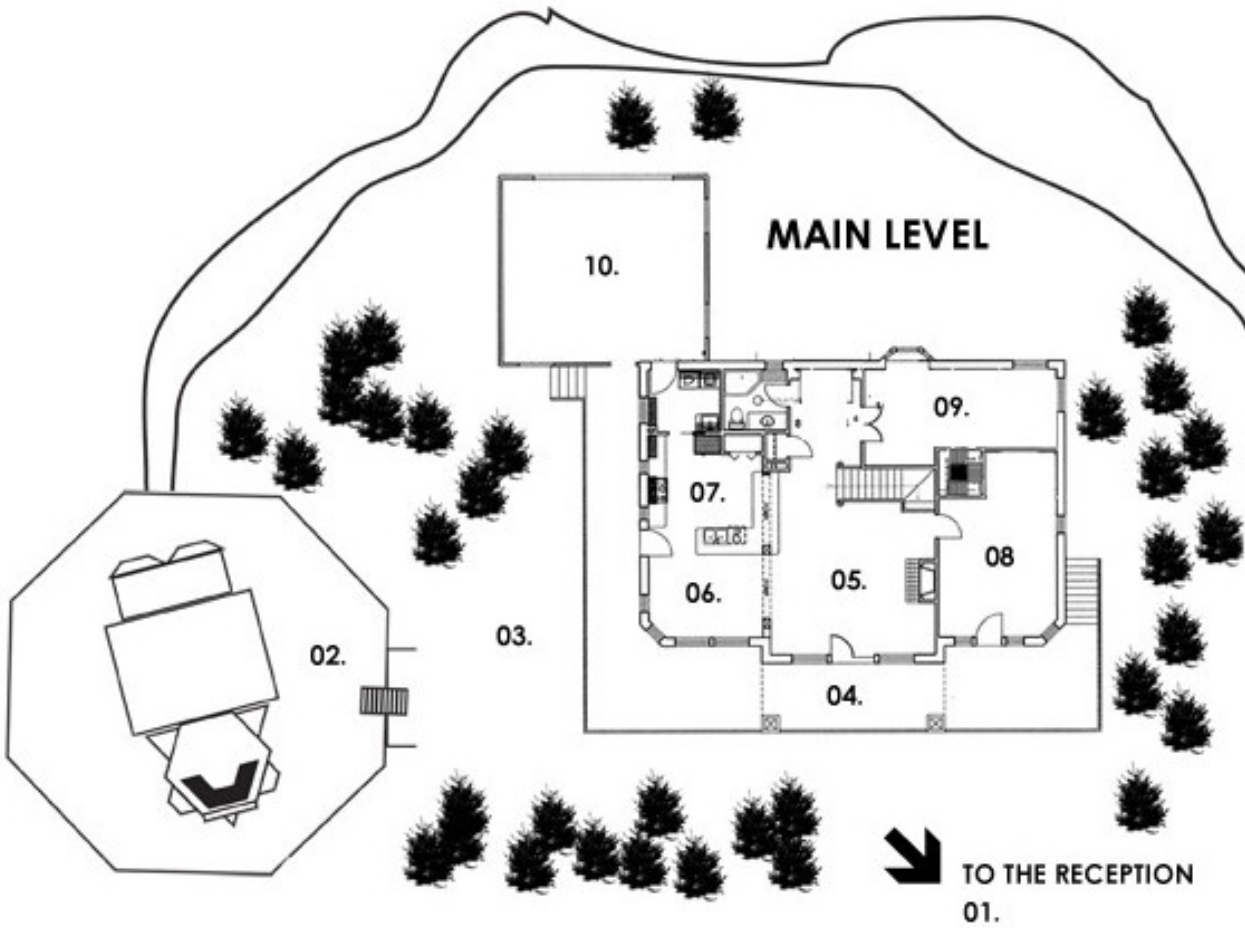
MAP 6: THE CLIFFTOP VILLA



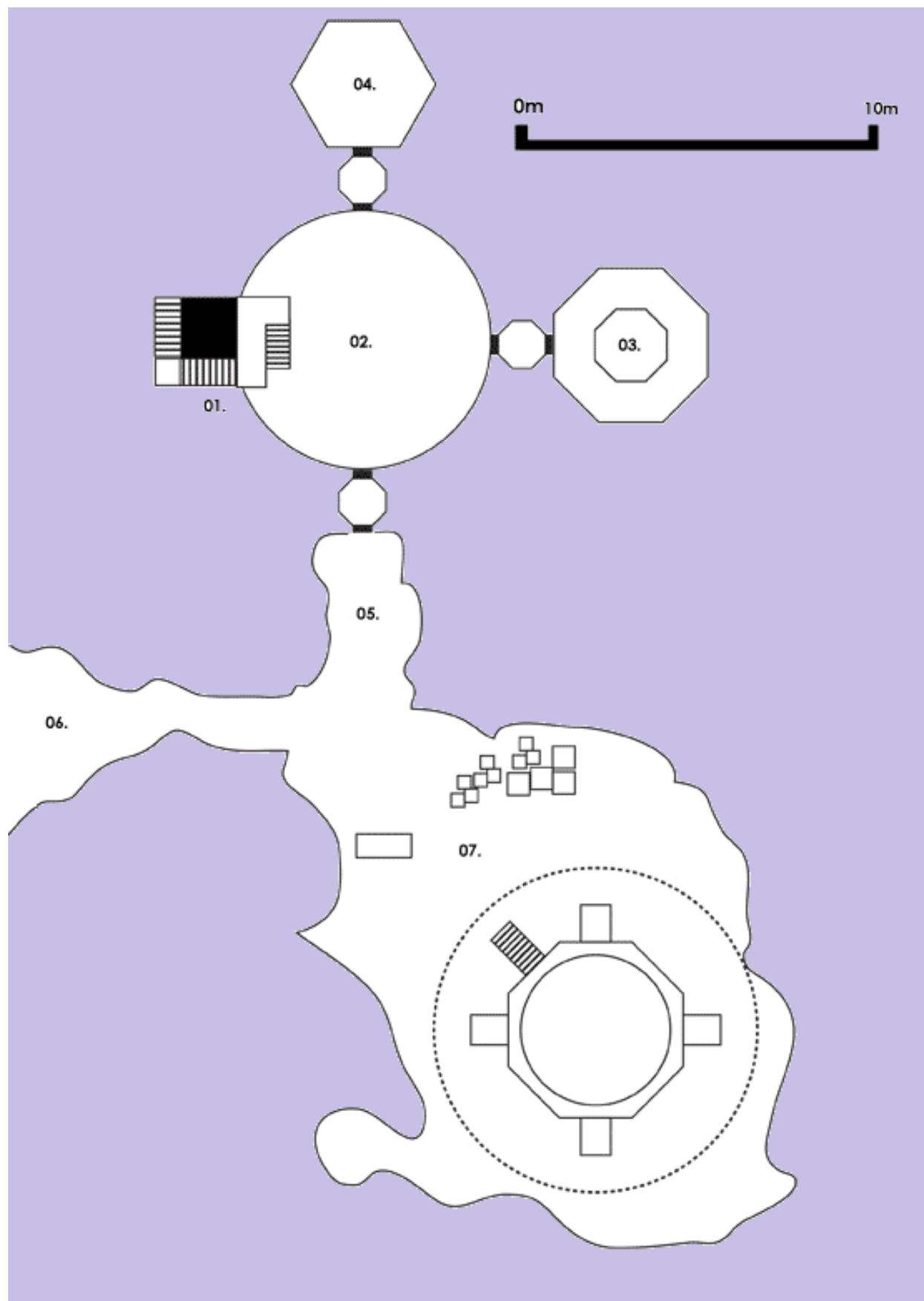
DAYLIGHT BASEMENT



MAIN LEVEL



MAP 7: THE SUB LEVEL



Collaborative Open Source Horror Roleplaying In the 23rd century



NEW HORIZON

Questions and comments on our web-based Git-repository manager

<https://gitlab.com/NHcthulhu/NewHorizon>

always contains the latest release

NEW HORIZON 5.3

NAME _____		Characteristics & Rolls		Hit Points																									
Race _____ Gender _____		STR _____ Effort roll _____ %	Major Wound _____																										
Birthplace _____ Grav. field _____		CON _____ Stamina roll _____ %	DEAD (— _____)																										
Age _____ Height _____ Weight _____		SIZ _____ Damage Bonus _____	0 01 02 03 04 05																										
Profession _____ Wealth _____		INT _____ Idea roll _____ %	06 07 08 09 10 11																										
Employee _____ Rank _____		POW _____ Intuition roll _____ %	12 13 14 15 16 17																										
INSANITIES Temp. Insane _____ Indef. Insane _____		DEX _____ Agility roll _____ %	18 19 20 21 22 23																										
_____		APP _____ Charisma roll _____ %	24 25 26 27 28 29																										
_____		BRA _____ Fortitude roll _____ %	30 31 32 33 34 35																										
PLAYER _____		MOV _____	36 37 38 39 40 41																										
Skills																													
Combat bonus (____) _____		Mental bonus (____) _____	Perception bonus (____) _____																										
<input type="checkbox"/> Airborne Assault (01%) _____ %	<input type="checkbox"/> Administration (10%) _____ %	<input type="checkbox"/> Alertness (10%) _____ %																											
<input type="checkbox"/> Brawl (25%) _____ %	<input type="checkbox"/> Appraise (15%) _____ %	<input type="checkbox"/> Alien Environments (01%) _____ %																											
<input type="checkbox"/> Garrote (15%) _____ %	<input type="checkbox"/> Anthropology (05%) _____ %	<input type="checkbox"/> Insight – psychology (05%) _____ %																											
<input type="checkbox"/> Gunnery (05%) _____ %	<input type="checkbox"/> Archaeology (05%) _____ %	<input type="checkbox"/> Listen (25%) _____ %																											
<input type="checkbox"/> Heavy Weapon _____ %	<input type="checkbox"/> Astrogation (00%) _____ %	<input type="checkbox"/> Orientation (10%) _____ %																											
<input type="checkbox"/> Martial Arts (01%) _____ %	<input type="checkbox"/> Astronomy (05%) _____ %	<input type="checkbox"/> Read Lips (01%) _____ %																											
<input type="checkbox"/> Powered Armour (00%) _____ %	<input type="checkbox"/> Biochemistry (05%) _____ %	<input type="checkbox"/> Recon (10%) _____ %																											
<input type="checkbox"/> Street Combat (05%) _____ %	<input type="checkbox"/> Biology (05%) _____ %	<input type="checkbox"/> Research (25%) _____ %																											
<input type="checkbox"/> Zero G Combat (00%) _____ %	<input type="checkbox"/> Chemistry (05%) _____ %	<input type="checkbox"/> Spot (25%) _____ %																											
Communication bonus (____) _____	<input type="checkbox"/> Computer Operation (05%) _____ %	<input type="checkbox"/> Survival (05%) _____ %																											
<input type="checkbox"/> Bargain (05%) _____ %	<input type="checkbox"/> Computer Program. (05%) _____ %	<input type="checkbox"/> Track (10%) _____ %																											
<input type="checkbox"/> Bribery (05%) _____ %	<input type="checkbox"/> Computer Security (05%) _____ %	Physical bonus (____) _____																											
<input type="checkbox"/> Command (05%) _____ %	<input type="checkbox"/> Data Analysis (05%) _____ %	<input type="checkbox"/> Climb (40%) _____ %																											
<input type="checkbox"/> Disguise (01%) _____ %	<input type="checkbox"/> Field Fortifications (10%) _____ %	<input type="checkbox"/> Combat Helicopter Pilot (00%) _____ %																											
<input type="checkbox"/> FastTalk (05%) _____ %	<input type="checkbox"/> First Aid (30%) _____ %	<input type="checkbox"/> Combat Driver (01%) _____ %																											
<input type="checkbox"/> Intimidation (10%) _____ %	<input type="checkbox"/> Forbidden Science (00%) _____ %	<input type="checkbox"/> Combat Pilot (Atm.) (00%) _____ %																											
<input type="checkbox"/> Persuade (05%) _____ %	<input type="checkbox"/> Geology (01%) _____ %	<input type="checkbox"/> Contragravity Harness (00%) _____ %																											
<input type="checkbox"/> Seduction (10%) _____ %	<input type="checkbox"/> Hyper-Dim. Physics (00%) _____ %	<input type="checkbox"/> Dodge (DEX x2) _____ %																											
<input type="checkbox"/> Status (15%) _____ %	<input type="checkbox"/> Law (05%) _____ %	<input type="checkbox"/> Drive (_____) _____ %																											
<input type="checkbox"/> Torture (15%) _____ %	<input type="checkbox"/> Medicine (05%) _____ %	<input type="checkbox"/> EVA (05%) _____ %																											
Manipulation bonus (____) _____	<input type="checkbox"/> Occult (05%) _____ %	<input type="checkbox"/> Freerunning (05%) _____ %																											
<input type="checkbox"/> Armoury (01%) _____ %	<input type="checkbox"/> Other Language (01%) _____ %	<input type="checkbox"/> Hide (10%) _____ %																											
<input type="checkbox"/> Combat Engineering (00%) _____ %	<input type="checkbox"/> Planetary Engineering (05%) _____ %	<input type="checkbox"/> Jump (25%) _____ %																											
<input type="checkbox"/> Conceal (15%) _____ %	<input type="checkbox"/> Physics (05%) _____ %	<input type="checkbox"/> Jump Belt (00%) _____ %																											
<input type="checkbox"/> Demolition (01%) _____ %	<input type="checkbox"/> Psychotherapy (01%) _____ %	<input type="checkbox"/> Low/Zero Gravity Ops (10%) _____ %																											
<input type="checkbox"/> Electronics Comm. (05%) _____ %	<input type="checkbox"/> Stardrive Engineering (00%) _____ %	<input type="checkbox"/> Marine Craft (10%) _____ %																											
<input type="checkbox"/> Electronics ECM (01%) _____ %	<input type="checkbox"/> Starship Battle (00%) _____ %	<input type="checkbox"/> Parachute Assault (00%) _____ %																											
<input type="checkbox"/> Electronics Systems (01%) _____ %	<input type="checkbox"/> Strategy (01%) _____ %	<input type="checkbox"/> Pilot Atmospheric (00%) _____ %																											
<input type="checkbox"/> Fine Manipulation (05%) _____ %	<input type="checkbox"/> Streetwise (05%) _____ %	<input type="checkbox"/> Pilot Aerospace (00%) _____ %																											
<input type="checkbox"/> Forensics (00%) _____ %	<input type="checkbox"/> Tactic (01%) _____ %	<input type="checkbox"/> Pilot Spaceship (00%) _____ %																											
<input type="checkbox"/> Forgery (05%) _____ %	<input type="checkbox"/> Xeno-Archeology (01%) _____ %	<input type="checkbox"/> Scuba (00%) _____ %																											
<input type="checkbox"/> Hardware (_____) _____ %	<input type="checkbox"/> Xeno-Biology–Ecology (01%) _____ %	<input type="checkbox"/> Stealth (10%) _____ %																											
<input type="checkbox"/> Heavy Machine (01%) _____ %	<input type="checkbox"/> Xeno-Medicine (01%) _____ %	<input type="checkbox"/> Swim (25%) _____ %																											
<input type="checkbox"/> Sleight of Hand (05%) _____ %	<input type="checkbox"/> Xeno-Zoology (01%) _____ %	<input type="checkbox"/> Throw (25%) _____ %																											
Sanity / Stability / Humanity																													
INSANE 0 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21																								Power Points					
22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46																								UNCONSCIOUS 0 01 02 03 04 05 06					
47 48 49 50 51 52 53 54 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72																								07 08 09 10 11 12 13 14 15 16 17 18					
73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 89 90 91 92 93 94 95 96 97 98																								19 20 21 22 23 24 25 26 27 28 29 30					
																								FOCUS _____					

NEW HORIZON 5.3

Melee Weapons							
Weapon type	Attack/Parry	damage	range	# attacks	length	hand	HP
<input type="checkbox"/> Fist (50%)	____ / ____ %	1D3+db	touch	1	close	1h	n/a
<input type="checkbox"/> Grapple (25%)	____ / ____ %	special	touch	1	close	2h	n/a
<input type="checkbox"/> Kick (25%)	____ / ____ %	1D6+db	touch	1	close	0	n/a
<input type="checkbox"/> Head (10%)	____ / ____ %	1D4+db	touch	1	close	0	n/a
<input type="checkbox"/> Brawl (25%)	____ / ____ %	1D3+db	touch	1	close	1h	n/a
<input type="checkbox"/> Garrote (15%)	____ / ____ %	1D6+db / round	touch	1	close	2h	n/a
<input type="checkbox"/>	____ / ____ %						
<input type="checkbox"/>	____ / ____ %						
<input type="checkbox"/>	____ / ____ %						

Firearms							Armor	
Weapon type	weapon	ROF	damage	range	Ammo	Fail	Armor type	
<input type="checkbox"/> Handgun (20%)		%					AP	
<input type="checkbox"/> Shotgun (30%)		%					ENC	
<input type="checkbox"/> Rifle (10%)		%					Rad. Shield	
<input type="checkbox"/> Machine Gun (15%)		%						
<input type="checkbox"/> Heavy Wpns (10%)		%						
<input type="checkbox"/> Energy Wpns (10%)		%						

Nanoware		Bioware		
Nanoware type	augmentation	Bioware type	augmentation	SAN

[illegible]

Luck								OUT OF LUCK		0	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23			
24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	56	57	58	59	60	61
62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	89	90	91	92	93	94	95	96	97	98	99

**For space is dark
... and full of terrors**



**New Horizon is a game
about humanity's spread
into our solar system
and the horrors we
discover as we go there.
It is an exciting mix of
Blade Runner universe,
Aliens movies,
Lovecraftian horror and
hard science-fiction.**

NEW HORIZON
Campaign Pack MB 2.2